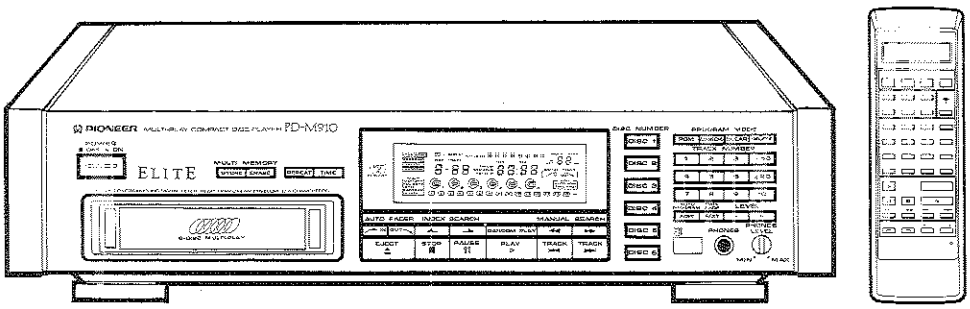
Operating Instructions

MULTI-PLAY COMPACT DISC PLAYER

PD-M910

COMPACT disc DIGITAL AUDIO

- The illustration shows U.S. and Canadian models.



Thank you for buying this Pioneer product.
Please read through these operating instructions so you will know how to operate your unit properly. After you have finished reading the instructions, keep the manual in a safe place for future reference.
In some countries or regions, the shape of the power plug and power outlet may sometimes differ from that shown in the drawings. However, the method of connecting and operating the unit is the same.

WARNING: TO PREVENT FIRE OR SHOCK HAZARD, DO NOT EXPOSE THIS APPLIANCE TO RAIN OR MOISTURE.

IMPORTANT NOTICE

[For U.S. and Canadian models]

The serial number for this equipment is located on the rear panel. Please write this serial number on your enclosed warranty card and keep it in a secure area. This is for your security.

[For Canadian model]

CAUTION: TO PREVENT ELECTRIC SHOCK DO NOT USE THIS (POLARIZED) PLUG WITH AN EXTENSION CORD, RECEPTACLE OR OTHER OUTLET UNLESS THE BLADES CAN BE FULLY INSERTED TO PREVENT BLADE EXPOSURE.

ATTENTION: POUR PREVENIR LES CHOCS ELECTRIQUES NE PAS UTILISER CETTE FICHE POLARISEE AVEC UN PROLONGATEUR UNE PRISE DE COURANT OU UNE AUTRE SORTIE DE COURANT, SAUF SI LES LAMES PEUVENT ETRE INSEREES A FOND SANS EN LAISSER AUCUNE PARTIE A DECOUVERT.

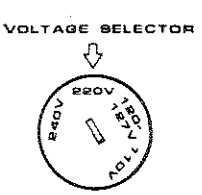
"This product is manufactured to comply with the radio interference requirements of EEC Directive 76/889/EEC and 82/499/EEC."

LINE VOLTAGE SELECTOR SWITCH

Only multi-voltage models are provided with this switch. U.S., Canadian, European, U.K., and Australian models are not provided with this switch.
Mains voltages in Saudi Arabia are 127V and 220V only. Never use this model with 110V setting in Saudi Arabia.

The line voltage selector switch is located on the rear panel of this player. Before your player is shipped from the factory, the switch is set to the power requirements of the player's destination. Check that it is set properly before plugging the power cord into the outlet. If the voltage is not properly set or if you move to an area where the voltage requirements differ, adjust the selector switch as follows:

- Use a medium-sized (flat-blade) screwdriver. Insert the tip of the screwdriver into the groove of the selector switch and turn it so that the power voltage marking of your area points to the arrow.



PIONEER®
The future of sound and vision.

IMPORTANT 1

The lightning flash with arrowhead, within an equilateral triangle, is intended to alert the user of the presence of uninsulated "dangerous voltage" within the product's enclosure that may be of sufficient magnitude to constitute a risk of electric shock to persons.

CAUTION
RISK OF ELECTRIC SHOCK
DO NOT OPEN

CAUTION:
TO PREVENT THE RISK OF ELECTRIC SHOCK, DO NOT REMOVE COVER (OR BACK). NO USER-SERVICEABLE PARTS INSIDE. REFER SERVICING TO QUALIFIED SERVICE PERSONNEL.

The exclamation point within an equilateral triangle is intended to alert the user of the presence of important operating and maintenance (servicing) instructions in the literature accompanying the appliance.

IMPORTANT 2

If the apparatus is fitted with AC mains power outlet(s), see REAR PANEL FACILITIES for convenient connection of additional Hi-Fi component(s). Make all connections to the AC outlet(s) and the signal terminals first. Connect the plug to the wall socket last, make sure that the power switch is off. Disconnect the wall plug when the equipment is not in (regular) use, e.g. when on vacation.

FOR USE IN THE UNITED KINGDOM

The wires in this mains lead are coloured in accordance with the following code:

Blue: Neutral
Brown: Live

As the colours of the wires in the mains lead of this apparatus may not correspond with the coloured marking identifying the terminals in your plug proceed as follows:
The wire which is coloured blue must be connected to the terminal which is marked with the letter N or coloured black.
The wire which is coloured brown must be connected to the terminal which is marked with the letter L or coloured red.
Equipment sold in the U.K. is not supplied with a power plug.

SAFETY INSTRUCTIONS

READ INSTRUCTIONS — All the safety and operating instructions should be read before the appliance is operated.

RETAIN INSTRUCTIONS — The operating instructions should be retained for future reference.

HEED WARNING — All warnings on the appliance and in the operating instructions should be adhered to.

FOLLOW INSTRUCTIONS — All operating and use instructions should be followed.

WATER AND MOISTURE — The appliance should not be used near water — for example, near a bathtub, washbowl, kitchen sink, laundry tub, in a wet basement, or near a swimming pool, etc.

LOCATION — The appliance should be installed in a stable location.

WALL OR CEILING MOUNTING — The appliance should not be mounted to a wall or ceiling.

VENTILATION — The appliance should be situated so that its location or position does not interfere with its proper ventilation. For example, the appliance should not be situated on a bed, sofa, rug, or similar surface that may block the ventilation openings; or, placed in a built-in installation, such as a bookcase or cabinet that may impede the flow of air through the ventilation openings.

HEAT — The appliance should be situated away from heat sources such as radiators, heat registers, stoves, or other appliances (including amplifiers) that produce heat.

POWER SOURCES — The appliance should be connected to a power supply only of the type described in the operating instructions or as marked on the appliance.

POWER-CORD PROTECTION — Power-supply cords should be routed so that they are not likely to be walked on or pinched by items placed upon or against them, paying particular attention to cords at plugs, convenience receptacles, and the point where they exit from the appliance.

POLARIZATION — If your purchased product is provided with a polarized power plug, please read the following instructions. This product is equipped with a polarized alternating current line plug (a plug having one blade wider than the other). This plug will fit into the power outlet only one way. This is a safety feature. If you are unable to insert the plug fully into the outlet, try reversing the plug. If the plug should still fail to fit, contact your electrician to replace your obsolete outlet. Do not defeat the safety purpose of the polarized plug.

CLEANING — The appliance should be cleaned only with a polishing cloth or a soft dry cloth. Never clean with furniture wax, benzine, insecticides or other volatile liquids since they may corrode the cabinet.

POWER LINES — An outdoor antenna should be located away from power lines.

NONUSE PERIODS — The power cord of the appliance should be unplugged from the outlet when left unused for a long period of time.

OBJECT AND LIQUID ENTRY — Care should be taken so that objects do not fall and liquids are not spilled into the enclosure through openings.

DAMAGE REQUIRING SERVICE — The appliance should be serviced by a Pioneer authorized service center or qualified service personnel when:

- The power-supply cord or the plug has been damaged; or
- Objects have fallen, or liquid has been spilled into the appliance; or
- The appliance has been exposed to rain; or
- The appliance does not appear to operate normally or exhibits a marked change in performance; or
- The appliance has been dropped; or the enclosure damaged.

SERVICING — The user should not attempt to service the appliance beyond that described in the operating instructions. For all other servicing, contact the nearest Pioneer authorized service center.

OUTDOOR ANTENNA GROUNDING — If an outside antenna is connected to the antenna terminal, be sure the antenna system is grounded so as to provide some protection against voltage surges and built up static charges.
In the U.S.A. section 810 of the National Electrical Code, ANSI/NFPA No. 70-1984, provides information with respect to proper grounding of the mast and supporting structure, grounding of the lead-in wire to an antenna discharge unit, size of grounding conductors, location of antenna discharge unit, connection to grounding electrodes, and requirements for the grounding electrode. See Fig. A.

CART — An appliance and cart combination should be moved with care. Quick stops, excessive force, and uneven surfaces may cause the appliance and cart combination to overturn.

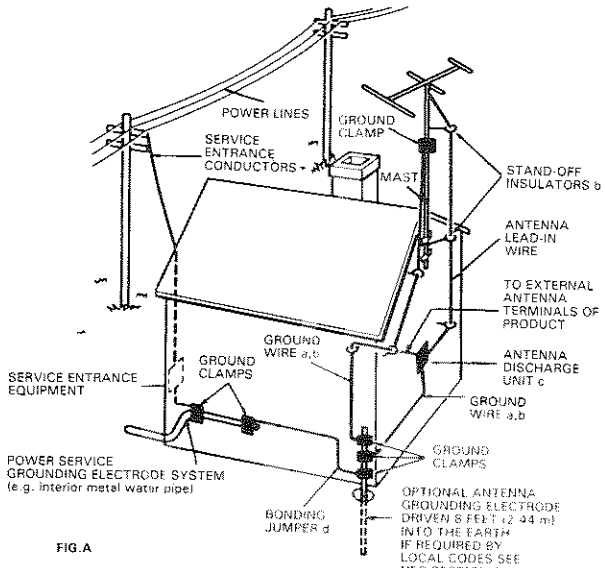

POWER LINES
GROUND CLAMP
SERVICE ENTRANCE CONDUCTORS
MAST
STAND-OFF INSULATORS b
ANTENNA LEAD-IN WIRE
TO EXTERNAL ANTENNA TERMINALS OF PRODUCT
ANTENNA DISCHARGE UNIT c
GROUND WIRE a,b
GROUND CLAMPS
SERVICE ENTRANCE EQUIPMENT
GROUND WIRE a,b
GROUND CLAMPS
POWER SERVICE GROUNDING ELECTRODE SYSTEM (e.g. interior metal water pipe)
BONDING JUMPER d
OPTIONAL ANTENNA GROUNDING ELECTRODE DRIVEN 8 FEET (2.44 m) INTO THE EARTH IF REQUIRED BY LOCAL CODES SEE NEC SECTION 810-21 (j).

FIG.A

a) Use No. 10 AWG (5.3 mm²) copper, No 8 AWG (8.4 mm²) aluminum, No 17 AWG (1.0 mm²) copper clad steel, bronze wire, or larger as ground wire.

b) Secure antenna lead-in and ground wires to house with stand-off insulators spaced from 4 feet (1.22 meters) to 6 feet (1.83 meters) apart.

c) Mount antenna discharge unit as closely as possible to where lead-in enters house.

d) Use jumper wire not smaller than No.6 AWG (13.3 mm²) copper, or the equivalent, when a separate antenna-grounding electrode is used.
See NEC Section 810-21 (j)

[FOR EUROPEAN AND U.K. MODELS]

CAUTION

This product contains a laser diode of higher class than 1. To ensure continued safety, do not remove any covers or attempt to gain access to the inside of the product.
Refer all servicing to qualified personnel.

The following caution label appear on your player.

Location: rear of the player

[FOR U.S. MODEL]

CAUTION

- Use of controls or adjustments or performance of procedures other than those specified herein may result in hazardous radiation exposure.
- The use of optical instruments with this product will increase eye hazard.

INFORMATION TO USER [FOR U.S. MODEL]

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation.

If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- reorient the receiving antenna
- relocate this equipment with respect to the receiver
- move this equipment away from the receiver
- plug this equipment into a different outlet so that equipment and receiver are on different branch circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:
"How to Identify and Resolve Radio-TV Interference Problems".
This booklet is available from the US Government Printing Office, Washington, D.C., 20402, Stock No. 004-000-00345-4.

The above instructions apply only to units which will be operated in the United States.

[For Canadian model]

This digital apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus set out in the Radio Interference Regulations of the Canadian Department of Communications.

[Pour le modèle Canadien]

L'interférence, radioélectrique générée par cet appareil numérique de type B ne dépasse pas les limites énoncées dans le Règlement sur les perturbations radioélectriques, section appareil numérique, du Ministère des Communications.

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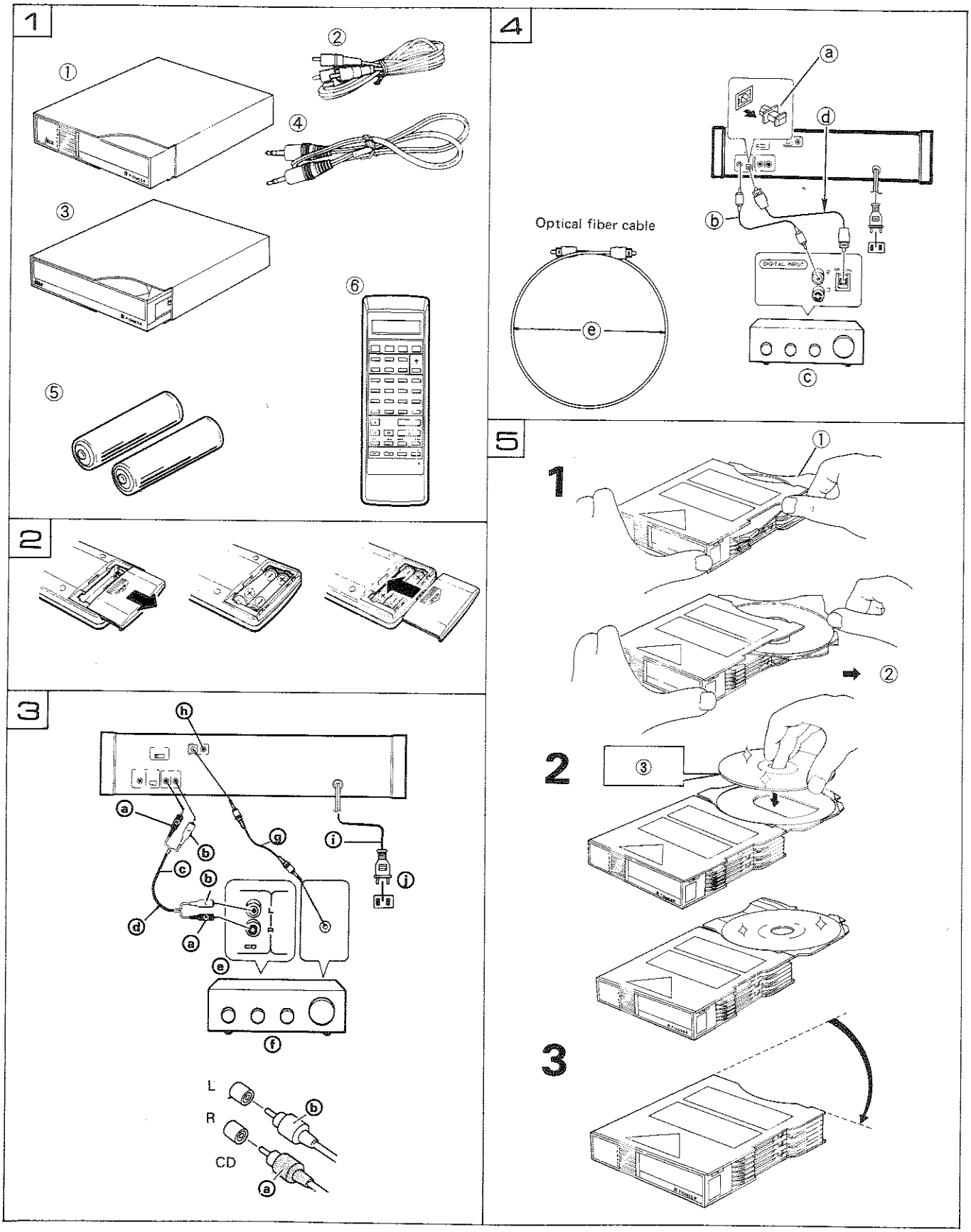
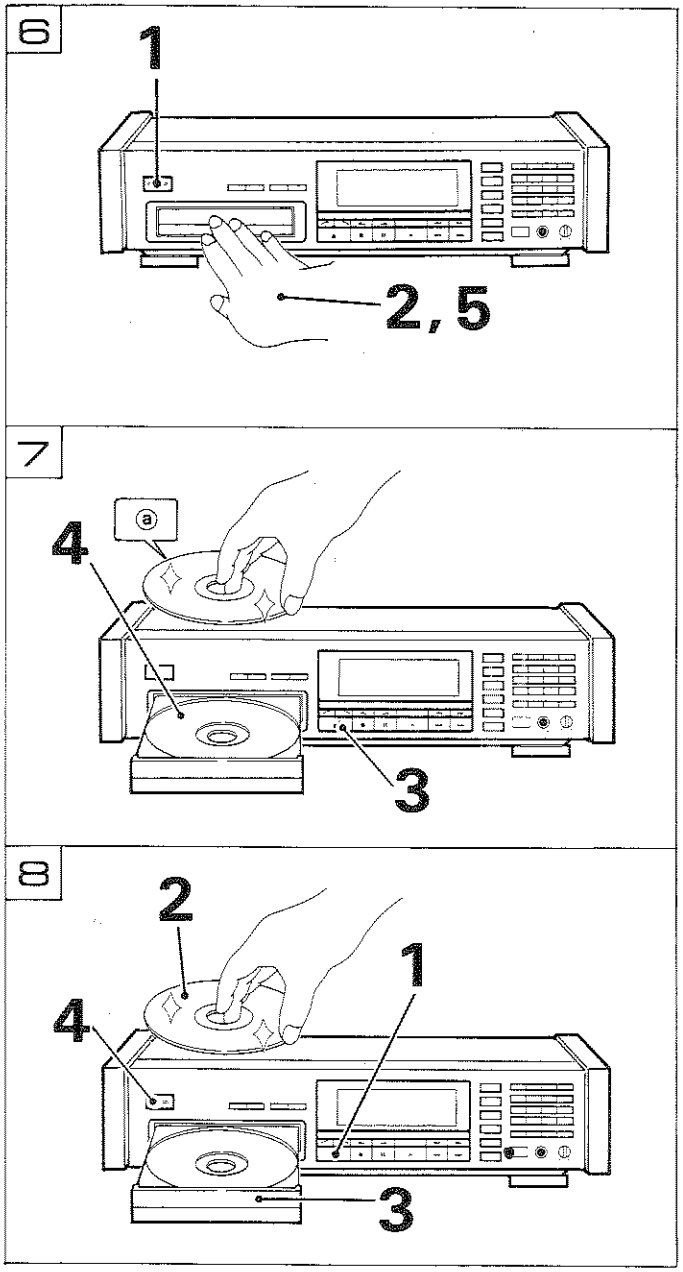

1
2
3
4
5
Optical fiber cable
DIGITAL INPUT
L
R
CD


6
1
2, 5
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a
4
3
8
2
1
4
3

FEATURES

1. Magazine-type multi-play CD player with multi-memory

TOC data, programs, deletes and ATT levels can be memorized for up to twenty 6 disc magazines. When a magazine is replaced, mode will return to the multi memory previously set.

2. A multi-play CD player designed for high-quality sound using the 8fs digital filter and independent L/R true 18-bit direct linear conversion system with linear envelope technology.

The convenience of CD magazines is combined with a design for high-quality sound from the nonresonance concept.

- 8-times oversampling digital filter
- True 18-bit direct linear conversion system with linear envelope technology.
- Class A FET buffer amplifier
- Accufocus system
- Gold-plate output terminal

3. Easy-listening play through the remote control unit featuring one-shot transmission.

After entering the program on the remote control unit, while viewing the LCD screen, the entire program can be transmitted at the touch of a button.

- Programming for 4 CD magazines for up to 64 steps.

4. Multi-function and multi-play operation with delete play, delete random play, one-touch fade, time fade editing and other features.

- Delete play:
  After deleting the undesired tracks, only the desired tracks will be played.
- Delete random play:
  After deleting the undesired tracks, only the desired tracks will be played at random.
- One-touch fade:
  Fade-in and fade-out functions can be used for background music editing.
- Time fade editing:
  Fade-out is done within the specified time. Ideal for tape recording.
- Auto program editing
  After specifying the desired time period, tracks will be automatically programmed to playback in order from specified track within the specified time period.
- Variable fade:
  The fade-in and fade-out length can be individually set between 0 to 9 seconds.
- Accumulative program-time indication
  The accumulated program time will be displayed after each input.
- 40 step program:
  40 step programmed playback of desired tracks from six discs
- Pause program:
  For incorporating a pause step into the program.
- Memory back up:
  By just turning on the power, the programs, etc., that were input before the power was turned off can be called back.
- ATT level memory:
  When the different playback volume levels of individual discs are preset to the same level, playback of the discs will be done at the same playback volume level.

5. A digital out terminal (optical and coaxial) is provided.

A digital out terminal (optical and coaxial) is provided for transmitting digital signals to amplifiers, separator D/A converters, ets., designed to receive digital signals.

6. Sound volume can be controlled (digital level controller).

Volume selection from 0 dB to -25 dB can be controlled.

7. Multi-function display simultaneously shows the disc number, track number, elapsed time, disc mark, 15 music calender and output level.

The display can be switched to show total time and remaining time.

8. Disc number keys and track number keys are separately arranged on the player and the remote control unit to facilitate quick selection of discs and tracks.

9. Headphone jack with volume control.

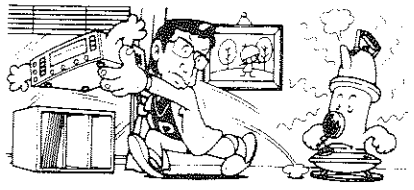
10. High performance pickup ensures high-fidelity playback.

CAUTIONS REGARDING HANDLING

LOCATION

Install the player in a well ventilated location where it will not be exposed to high temperature or humidity.

Do not install the player in a location which is exposed to direct rays of the sun, or near stoves or radiators. Excessive heat can adversely affect the cabinet and internal components. Also, installation of the player in a damp or dusty environment may result in malfunction or accident. (Also avoid installation near cookers etc., where the player may be exposed to smoke from oil, steam or heat.)

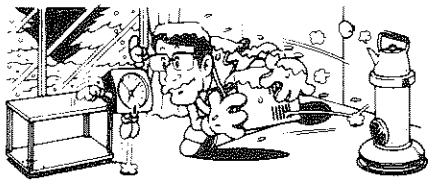


PRECAUTIONS REGARDING INSTALLATION

- Placing and using the compact disc player for long periods on heat-generating sources such as amplifiers will affect performance. Avoid placing the player on heat-generating sources.
- Install this compact disc player as far as possible from tuners and TV sets. A compact disc player installed in close proximity to such equipment, may cause noise or degradation of the picture.
- Such noise may be particularly noticeable when an indoor antenna is used. In such a case, make use of an outdoor antenna, or turn off power to the compact disc player.

CONDENSATION

- When this unit is brought into a warm room from previously cold surroundings or when the room temperature rises sharply, condensation may form inside, and the unit may not be able to attain its full performance. In cases like this, allow the unit to stand for about an hour or raise the room temperature gradually.

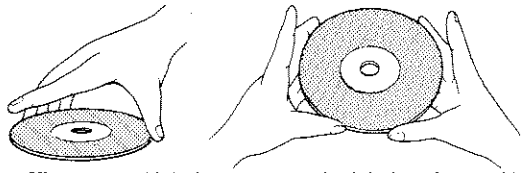


CARE OF DISCS

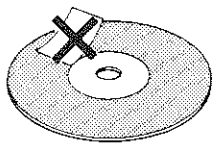
- With this player, use discs which display the mark shown below. (Optical audio digital discs.)

COMPACT disc DIGITAL AUDIO

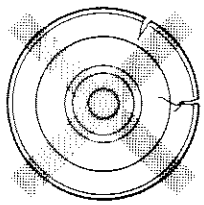
- When holding discs, do not touch their signal surfaces. Hold by the edges, or by one edge and the center hole.



- Do not affix gummed labels or tape to the label surfaces. Also, do not scratch or damage the label.

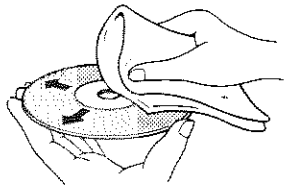


- Discs rotate at high speed inside the player. Do not use damaged (cracked or warped) discs.

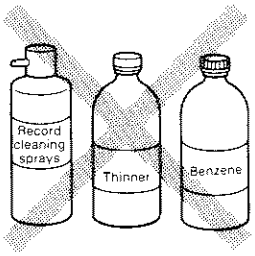


CLEANING DISCS

- The presence of fingerprints or smudges on the surface of the disc will not directly affect the recorded signals, but depending on the degree of contamination, the brightness of the light reflected from the signal surfaces may be reduced, causing degradation of sound quality. Always keep your discs clean by wiping them gently with a soft cloth from the inner edge toward the outer periphery.

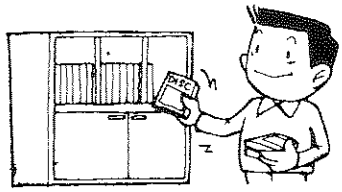


- If a disc becomes very dirty, dip a soft cloth in water, and after wringing it out well, wipe the dirt away gently, and then remove any water drops with another soft, dry cloth.
- Do not use record cleaning sprays or anti-static agents on discs. Also, never clean discs with benzene, thinner, or other volatile solvents, since damage to the disc surface may result.



STORING DISCS
(Storing without using the 6-disc magazine)

- Discs are made of the same kinds of plastic used for conventional analog audio records. Be careful not to allow discs to warp; always store discs in their cases vertically, avoiding locations with high heat or humidity, or extremely low temperatures. Avoid leaving discs in cars, since the seat of a car in direct sunlight can become unbelievably hot.
- Always read and abide by the precautionary notes listed on disc labels.
- Do not store discs by leaving them in the single-disc magazine.



CLEANING THE PLAYER AND THE MAGAZINE

To clean the PLAYER and the MAGAZINE wipe with a soft, dry cloth. For stubborn dirt, wet a soft cloth with a mild detergent solution, wring well, then wipe off the dirt. Also use a dry cloth to wipe the surface dry. Do not use volatile liquids such as benzene and thinner which are harmful to the unit.

POWER-CORD CAUTION

Handle the power cord by the plug. Do not pull out the plug by tugging the cord and never touch the power cord when your hands are wet as this could cause a short circuit or electric shock. Do not place the unit, a piece of furniture, etc., on the power cord, or pinch the cord. Never make a knot in the cord or tie it with other cords. The power cords should be routed such that they are not likely to be stepped on. A damaged power cord can cause fire or give you an electrical shock. Check the power cord once in a while. When you find it damaged, ask your nearest PIONEER authorized service center or your dealer for a replacement.

BEFORE OPERATING THE PLAYER

CONFIRM SUPPLIED ACCESSORIES

- Refer to figure 1 on page 4.

① 6 COMPACT DISC MAGAZINE × 1
(Called 6 disc magazine in the explanatory text.)
② Output cable × 1
③ SINGLE COMPACT DISC MAGAZINE × 1
(Called single-disc magazine in the explanatory text.)

NOTE:
The supplied 6 disc magazine and single-disc magazine are for 12 cm discs only.

④ Control cord × 1
⑤ AAA/R03 dry cell batteries × 2
⑥ Remote control unit × 1

CAUTION:
Before operating the player, please clean all multi-memory (refer to "When cancelling TOC information of all magazines.")

INSERT DISCS INTO THE 6 DISC MAGAZINE

- Refer to figure 5 on page 4.

Insert your discs into the supplied magazine. Up to six discs can be inserted. The numbering of the discs begins with 1 at the topmost tray, and then increases in order from 2 to 6 for the lower trays. The magazine has a window through which the pulled-out disc tray can be checked. Even during playback, the number of the disc being played back can be checked through this window.

1. Pull out only one disc tray.

① Disc tray
② Make sure to pull out only 1 disc tray.

2. Position discs with the label side downward.

③ Label side downward

3. Put the disc tray back as it was originally.

4. Insert other discs by repeating steps 1 to 3.

NOTE:

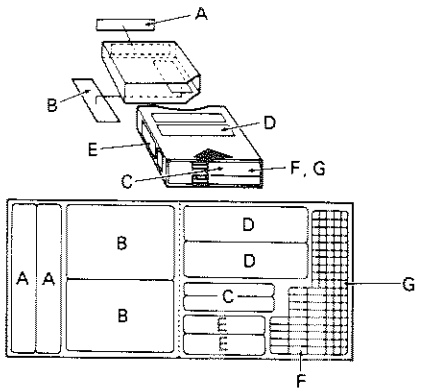
- *Please make sure to pull out only one disc tray at a time. (When a disc tray has been pulled out, do not pull out other disc trays.)*
- *If discs are inserted label side upward, it will not be possible for them to be played. Please make sure to insert them with the label side downward.*
- *Objects other than discs (song cards, explanations of disc contents, etc.), must never be inserted into the disc trays.*
- *Do not touch the playing surface of discs (iridescent side) with hands or fingers.*

CAUTIONS REGARDING HANDLING OF MAGAZINES

- When inserting a magazine into the player, make sure that the direction of insertion is correct.
- After use, store in the case provided. Do not place in locations subjected to high temperatures or exposed to direct sunlight.
- Do not take magazines apart.
- Be careful not to drop, or hit magazines against things. Also do not apply strong force to trays which have been withdrawn.
- Application of benzene, thinner, insecticide or other volatile liquids to a magazine may damage the surface, so keep magazines away from such substances.

AFFIXING LABELS TO 6 DISC MAGAZINES

- When affixing the supplied labels, make sure to affix them to the specified positions. If labels or tape are affixed to other than the specified positions, the magazine and player may not operate correctly.



- Each label can be conveniently used as follows:
  A: Titles
  B: Names of stored discs and tracks
  C: Titles
  D: Names of stored discs
  E,G,F: Classification
- Do not affix one label on top of another
  (However, F and G may be affixed on top of label C).

NOTE:

- *In order to play an 8-cm CD you will need a special Multi-Play Magazine (JD-M108) which is sold separately. Be sure to read thoroughly its Operating Instructions before using it.*
- *8-cm CD Adaptors*
  It is possible that even an adaptor which meets recommended standard CD specifications will not be usable with the CD player. It is recommended that the special Multi-Play Magazine (JD-M108) be used.
- *Never load an 8-cm CD or its adaptor into a standard 12-cm magazine. This may seriously damage the CD player.*
- *Do not install only an 8-cm disc or only the adapter into the supplied single-disc magazine.*
- *Do not insert only an 8-cm disc and adaptor into the supplied 6 disc magazine.*

For U.S. customers only

You may purchase additional *JD-M100 or JD-M108 six-compact-disc magazines from your dealer. If however, they are not available at your dealer in the United States, you may order from:

PIONEER ELECTRONICS SERVICE, INC.
2265 East 220th Street
P.O. Box 1760, Long Beach
CA. 90801-1760
U.S.A.
Phone #(800)421-1404

Additional magazines identical to the one supplied are available as options (*JD-M100, JD-M108). Please use them to make your own disc library, with separate magazines for each artist or genre.

* JD-M100 . . . . . Magazine for six 12-cm discs
JD-M108 . . . . . Magazine for six 8-cm discs

NOTE:
Both 12 cm discs and 8 cm discs cannot be installed together in a magazine.

PUT BATTERIES INTO REMOTE CONTROL UNIT

• Refer to figure [2] on page 4.

1. Open the rear cover, and install batteries making sure that the ⊕ ⊖ polarities are correct.

2. Close the cover.

Incorrect use of batteries may result in leakage of fluid, explosion of batteries and other dangers. Please pay particular attention to the following points.
- **Please correctly install batteries so that the (+) and (−) battery polarity matches with the (+) and (−) markings inside the battery case.**
- **Do not use new batteries together with batteries which have already been used.**
- **The voltages of dry batteries may differ even though they are of the same size and shape. Please do not use different types of dry batteries together.**

NOTE:
- *If the remote control unit will not be used for a long time (1 month or more), please remove the batteries to avoid battery leakage. If fluid should ever leak from batteries, please wipe away the fluid and then install new batteries.*
- *Please do not put books etc. on top of the remote control unit. If keys are continuously depressed the batteries will run down.*
- *The LCD display in the remote control unit is extremely delicate and should not be used in places where the temperature and humidity is high or extremely cold such as in cars. It should also be protected from strong shocks.*
- *Remember that a battery exchange that takes longer than a few minutes will erase memorized programs.*
- *When the rear cover is opened, the power will be automatically turned OFF and the LCD will go OFF. Be sure to close the rear cover when using the remote control unit.*

CONNECTIONS

• Refer to figure [3] on page 4.
ⓐ Red
ⓑ White
ⓒ Output cable
ⓓ Make sure not to connect to the record player input terminal (PHONO), as sound will be distorted and normal playback will not be possible.
ⓔ CD or AUX terminals
ⓕ Stereo amplifier
ⓖ Control cord
ⓗ Control Terminal
When using together with Pioneer products marked with the SR mark, make connections with the supplied control cord. When this feature is not used, connection is not necessary.
ⓘ Power cord
ⓙ Household wall outlet

Connencting the output cable

Connect the plugs of the cable to the input terminals of the amplifier (terminals marked CD or AUX), and to the output terminals of the compact disc player.
- Connect the white plugs to the left (L) terminals and the red plugs to the right (R) terminals.
- Make sure plugs are pushed fully into the terminals.

Digital output connection

• Refer to figure [4] on page 4.
Turn on the DIGITAL OUT switch.
ⓐ Dust cap
ⓑ Coaxial cable
ⓒ Stereo amplifier with digital input terminals
ⓓ Optical fiber cable
ⓔ 15-cm diameter or larger

NOTE:
- *Connect the digital output terminals to a stereo amplifier having digital input terminals with matching formats. Do not connect to CD input audio terminals. Also, when not making a digital connection, do not connect the plug.*
- *The digital output terminal does not allow fade-in and fade-out volume control.*

Connect the power cord

Insert the power cord plug into the auxiliary AC outlet for your amplifier unit, or into a household wall outlet.

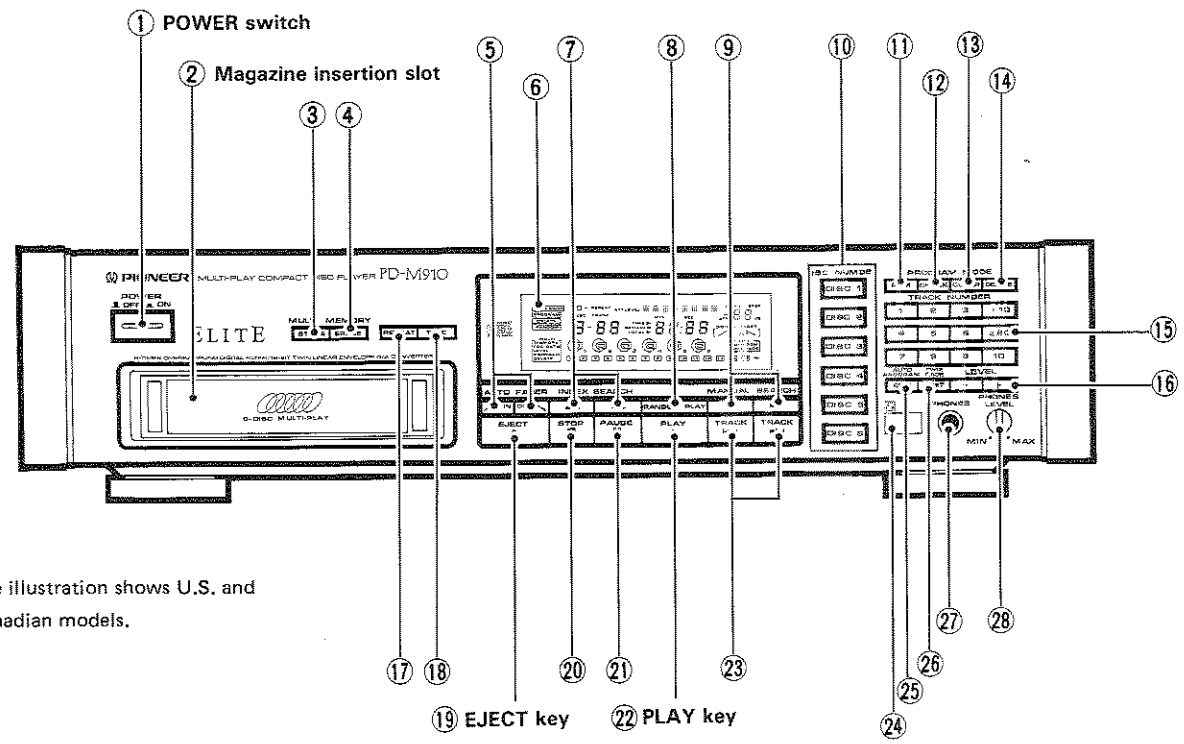
OPERATION BY REMOTE CONTROL OF STEREO AMPLIFIER

When a Stereo amplifier with the Pioneer SR mark is used, connect the control terminal on the rear panel of the player to the corresponding terminal on the amplifier. This will enable the player to be controlled from a distance, with the remote control unit supplied with the stereo amplifier. When this feature is not used, connection is not necessary.
- The remote contol unit can be used for PLAY, STOP, PAUSE, TRACK SEARCH and DISC change operations.
- The control cord is supplied with the player.
- For instructions regarding connection and operation, please refer to the operating instruction manual for your stereo amplifier.

NOTE:
- *The player's remote sensor does not function when a plug is inserted in the CONTROL IN jack. To operate, point the remote control unit to the stereo amplifier.*
- *Make sure to connect the control cord to OUT jack of CONTROL and IN jack of other components. Both plugs should be inserted correctly. Never keep the one of the plugs being unplugged.*
- *When only the coaxial or optical output is connected, the remote sensor of the amplifier does not function. To operate it, connect the output cable to the stereo amplifier as well as connecting the digital output.*

NAMES AND USE OF PARTS

FRONT PANEL



- The illustration shows U.S. and Canadian models.

① POWER switch

Press to turn power ON and OFF to the unit.

② Magazine insertion slot

③ STORE key

This key is used for inputting a program, deletion and ATT LEVEL to the player for each magazine.
Press this key before inserting a magazine when adding one or more discs to the magazine having been set with multi-memory.

④ ERASE key

Cancels information (TOC, program, deletions and ATT LEVEL) that have been read into the player for each magazine.

⑤ AUTO FADER

IN key:
Press this key to start playback with fade-in sound. (Effective only during playback pause mode and fade-out.) Press this key when setting the fade-in operation time (0 to 9 sec.) (Effective only during stop mode.)

OUT key
Press this key for fade-out sound. (After fade-out is completed, the unit will enter pause mode.) Press this key when setting the fade-out operation time (0 to 9 sec.) (Effective only during stop mode.)

⑥ INDICATORS

LEVEL MEMO	: Lights up when the ATT level is stored in memory.
PROGRAM	: Lights up when a program mode.
DELETE	: Lights up when delete mode.
RANDOM	: Lights during random playback.
1-REPEAT	: Lights during repeat playback of a single track.
REPEAT	: Lights during repeat playback of all tracks.
DISC	: The number of the disc being played or searched is displayed.
TRACK 1 – 15, ⇨ (music calender)	: The number of the track or program currently playing is displayed. These figures light up in accordance with the number of tracks recorded on the disc, and the numbers of the tracks which have been played are deleted in order. When programmed, the track numbers for programmed playback light up. When deleted, the track numbers for delete go off. Once a track finishes its playback, the number goes off. For the sequence numbers 16 or over, ⇨ will light up.
TIME/REMAIN/TOTAL	: Each time the TIME key is pressed, the display changes accordingly.

- TIME : Displays elapsed time of the track being played.
  Displays during normal play, programmed play, random play, delete play and delete/random play.
- REMAIN : Displays remaining time of the track being played during normal play, programmed play, random play, delete play and delete/random play.
- ALL REMAIN : Displays remaining time of the current disc during normal play.
  Displays remaining time of the program during programmed play.
  Displays remaining time of disc tracks that have not been set to delete during delete play.
  Displays remaining time up to start of fade out during time fade play.
  NOTE:
  ALL REMAIN will not be displayed during random play and delete random play.
- TOTAL : Displays total tracks and playing time of a disc.
  Each time when the key is pressed, total playing time of each disc from disc 1 will be displayed.
  When a program has been input, total tracks and playing time of the program will be displayed.
  When delete has been set, total tracks and playing time of tracks of each disc have not been set to delete will be displayed.

MIN : Displays the minutes of the playback time and remaining time of the currently playing track.

SEC : Displays the seconds of the playback time and remaining time of the currently playing track.

ATT LEVEL : The volume level of fade-in, fade-out and digital level control is displayed.

INDEX : Displays the index number of a designated section in a track.

STEP : Displays the program step number during programming.

ATT : Displays the decreasing output level (in −dB) during fade-in, fade-out, digital level control, and ATT level memory.

IN : Lights up during fade-in.

OUT : Lights up during fade-out.

AUTO PGM EDIT : Lights up when auto program editing has been set.

TIME FADE EDIT : Lights up when time fade editing has been set.

DISC Symbol (◎) : The center bar of the disc symbol for the disc being played lights up in red. When searching for discs not installed in the magazine, the corresponding disc mark will go off.

MULTI MEMORY

- TOC DATA : Lights up when TOC data for all discs in a magazine have been stored into the multi-memory.
- LEVEL : Lights up when ATT LEVEL has been stored into the multi-memory.
- PROGRAM : Lights up when programs have been stored into the multi-memory.
- DELETE : Lights up when delete settings have been stored into the multi-memory.

⑦ INDEX SEARCH keys

Searches, during playback or pause, for the music section of a track or the track index. When pressed, the unit will return to the previous index or advance to the next index.

⑧ RANDOM PLAY key

Press this key to start random playback delete random playback or program random playback.

⑨ MANUAL SEARCH keys

When the player is in play or pause modes, these keys are pressed to perform fast forward or fast reverse operations, to allow manual serching. These operations are only carried out during the time either key is pressed.

⑩ DISC NUMBER keys (1 − 6)

Use to select disc numbers for playback or programming, etc.

⑪ PGM (PROGRAM) key

This is used to program tracks to play a desired sequence.

- Press this key to set the unit to program mode. Then specify the desired disc and tracks with the DISC and TRACK NUMBER keys. The tracks will be programmed as they are entered in this way.

⑫ CHECK key

Press this key to check the contents of a program that has been entered. Starting with step 1 of the program, the next program step will be shown each time the key is pressed.

⑬ CLEAR key

Press this key during program entry or playback to clear the last program step. This will also cancel the time fade editing mode and delete mode.

⑭ DELETE key

Press this key to specify the undesired tracks for delete play or delete random play.

⑮ TRACK NUMBER keys (1 to 10, +10 and ≧ 20)

- These keys are used to specify the track numbers (tracks 1 to 99) for direct track selection , program entry or delete.
- Durig time fade editing and auto program editing, the keys are used to specify the time period (in minutes).
- These keys are also used to set the fade-in and fade-out times (0 to 9 seconds).

⑯ LEVEL keys (−, +)

The sound volume can be reduced in 1 dB steps from 0 dB to −25 dB. (The initial setting is 0 dB.)
It can also be used to store the playback volume level in memory for each disc by pressing PGM key.

⑰ REPEAT key

Press this key for repeat playback. Pressing the key once, twice, or three times will change the repeat mode from single track repeat, all tracks repeat, and repeat playback cancellation.

⑱ TIME key

- Use to select the method for displaying time on the indicator panel. Each time the key is pressed, the indication changes from TIME, REMAIN (track remain) and REMAIN (disc remain: This will not be displayed during random playback.) to TOTAL in that order. (For details concerning the display contents, refer to the explanation about the indicators.)

⑲ EJECT key

Press to eject a magazine or the disc tray. When pressed, any magazine (in case of sigle magazine, the disc tray) inside is ejected forward.

⑳ STOP key

Press to stop playback. When pressed, the player stops all operations. But the TOC data for the disc are read and stored.

㉑ PAUSE key/indicator

Press to temporarily interrupt playback. When pressed again, the player is released from the pause mode.

㉒ PLAY key/indicator

Press to begin playback, and to release the player from the pause mode.

㉓ TRACK SEARCH keys

When the player is in the normal playback, programmed playback delete playback or pause modes, these keys are pressed to search for a desired track. Pressing either key causes the player to advance to the next track, or return to the previous track.

㉔ REMOTE SENSOR

㉕ AUTO PROGRAM EDIT key

Press to program a tune which may be played back within a specified time.

㉖ TIME FADE EDIT key

Press to have a fade-out when playback reaches the end of the specified time.

㉗ PHONES (headphones) jack

When you wish to use headphones, insert the plug for the headphones into the headphones jack.

㉘ PHONES LEVEL control knob

Use to adjust the level of sound when using headphones. Turning the knob to the right increases the sound level.

Audio glossary

Fade-in: This is when the sound becomes audible gradually.
Fade-out: This is when the sound gradually becomes inaudible.

The INDEX is a signal which is recorded within a track to indicate division of the track into separate tunes and items of music.

REAR PANEL

CONTROL IN terminal

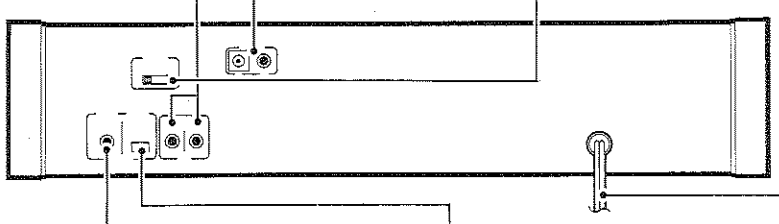
This terminal is for inputting the remote control signals relayed from an amplifier with a sensor for receiving control signals from a remote control unit and carrying the Pionner SR mark. For instructions regarding connection and operation, please refer to the operating instruction manual for your stereo amplifier.

CONTROL OUT terminal

This terminal is for further relaying remote control signals to other components carrying the Pioneer SR mark. Please connect to the control input terminal of the other component.

DIGITAL OUT switch

This is switched on when the digital output terminal is used.
ON: When a coaxial digital terminal is used.
OFF: When only a line output terminal is used.



LINE OUT terminal

Power cord

Coaxial digital output terminal

This terminal allows output of disc audio data and subcode (signals which can be recorded together with the audio signal) as digital signals.

Optical digital output terminal

This terminal allows optical output of disc audio data and subcode (signal which can be recorded with the audio signal) as digital signals.

REMOTE CONTROL UNIT

Refer to player front panel section regarding other key functions not specified here. The remote control unit is turned on by pressing any of its keys. It will stay on (POWER ON) for about 40 seconds, after which it will turn off (POWER OFF) automatically.

INDICATORS

PROGRAM (A - D) : Displays the PROGRAM key that was pressed. (Except when entering a program, A to D will all light.)

: This symbol will flash when the remote control unit sends signals to the player.

DISC : Indicates the disc number.

TRACK : Indicates the track number.

STEP : Indicates the programming step.

PROGRAM : Lights up when the remote control unit is set to program input mode by pressing the PROGRAM (A – D) key.

PROGRAM keys

This key is used to call up programs A to D. Programs can be stored to four types of programs from A to D. Thus, programs for up to four disc magazines (a total of 64 program steps) can be stored for long periods with the remote control unit. (See page 28).

DISC NUMBER keys

TRACK NUMBER keys

PGM key

CLEAR key

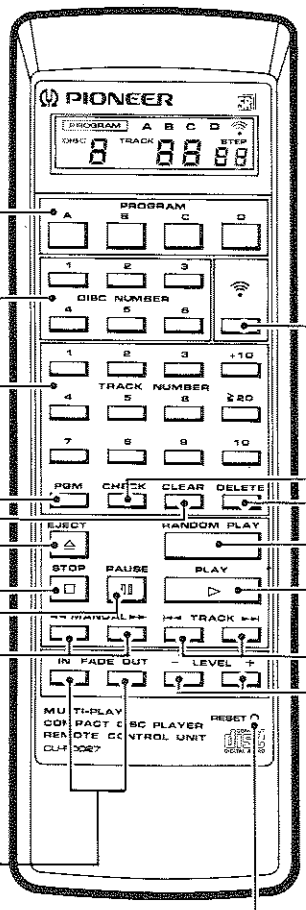
EJECT key

STOP key

PAUSE key

MANUAL SEARCH keys

FADE-IN/FADE-OUT keys



Transmission key

Use when transmitting programs in programs A to D in player. (See page 28).

CHECK key

DELETE key

RANDOM PLAY key

PLAY key

TRACK SEARCH keys

OUTPUT LEVEL keys (+, –)

The volume level can be reduced from 0 dB to –25 dB in 1 dB steps. When the power is turned on, the volume will be set to 0 dB.

RESET key

This is the system reset key for the remote control unit. Depress this key when the display acts abnormally during operation or after a battery change. However, remember that this function cancels the programm memory.

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OPERATION

OPERATION PROCEDURES BEFORE PLAYBACK (insertion of magazine or discs)

Case of 6 disc magazine

- All names of controls and indicators are accompanied by a number in a circle.

1. Push the POWER switch ① to power ON.

2. Insert a magazine, pushing it in until a click sound is heard.

Please insert the discs you want to play into the magazine beforehand. (Refer to "BEFORE OPERATING THE PLAYER").

- The TOC DATA indicator will blink.
  From the 1st to 6th discs, the information (TOC)* for playback of each disc is read to be stored in multi-memory.
  The TOC DATA indicator will light up.
- For the magazine whose TOC data are already stored, the magazine is identified just by reading the TOC data of the first disc. The TOC data for the 1st to 6th disc are also displayed one by one.

* Table of contents (TOC):
It has track number, total tracks and total playing time of the tracks recorded in the inner circumference of the disc.

3. Set your stereo amplifier controls for compact disc playback.

(For details refer to the operating instructions of your stereo amplifier.)

NOTE:

- *Play can be started while TOC is being read. In such a case, the TOC not yet read will be read after play is finished.*

Case of single disc magazine

- Refer to figures 6 and 7 on page 5.

NOTE:
Only the single disc magazine accompanying this player can be used.

1. Push the POWER switch ① to power ON.

2. Insert the single disc magazine without a disc, pushing it in until a click sound is heard.

3. Press the EJECT key ⑲.

The disc tray will be ejected forward.

4. Place a disc on the disc tray.

ⓐ Label side downward.

NOTE:

- *Make sure to place the disc on the tray with the label facing downward.*
- *Hold the disc so that you do not touch the playing side (the iridescent side) with your hands or fingers.*

5. Push the disc tray into the player.

Gently push the disc tray in with your fingers.
The TOC data for the disc are read and stored.

6. Set your stereo amplifier controls for compact disc playback.

(For details refer to the operating instructions of your stereo amplifier.)

PROCEDURES AFTER PLAYING (Removal of magazine or discs)

Case of 6 disc magazine

1. Press the EJECT key ⑲, and eject the magazine.

2. Pull the magazine forward and remove it.

3. Push in the POWER switch ① to turn OFF power.

Case of single disc magazine

- Refer to figures 8 on page 5.

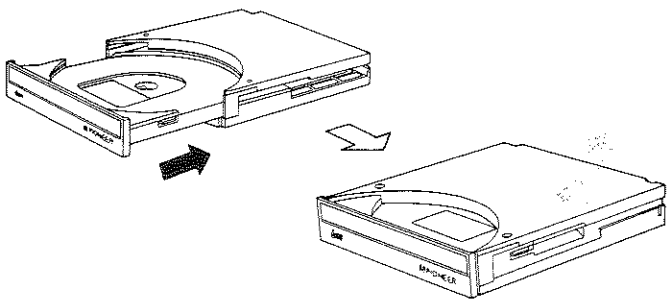
NOTE:
Only the single-disc magazine accompanying this player can be used.

1. Press the EJECT key ⑲, and eject the disc tray.

2. Remove the disc and put it into its case.

Be careful not to touch the playing side.

3. If you do not intend to use the single disc magazine immediately, pull the magazine forward and remove it, and push the disc tray into the magazine.

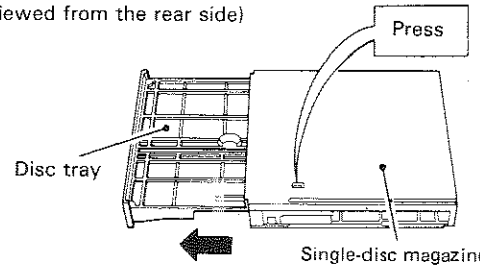


If you intend to continue using the single disc magazine, leave the magazine installed in the player and push in the disc tray.

4. Push in the POWER switch ① to turn OFF power.

If a disc is still in the magazine:

(Viewed from the rear side)



Be careful not to drop the disc when the disc tray comes out.

- Key operations explained here, can be carried out with keys on either the player or the remote control unit.
- Explanations are given for operations when using the 6 disc magazine, but the operations are the same when using the single disc magazine. The only difference is that in the latter case the disc number keys and multi-memory function are not used.

OPERATION FOR NORMAL PLAYBACK

Playback of all tracks, from the first track on the first disc, to the last track on the sixth disc.

Operation example

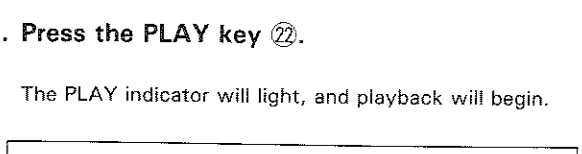
- Start playback

  POWER → Insert magazine (disc) → PLAY

1. Carry out "OPERATION PROCEDURES BEFORE PLAYBACK", and insert the magazine.

2. Press the PLAY key ㉒.

The PLAY indicator will light, and playback will begin.



- **You can now enjoy the music after all controls have been set property.**

NOTE:

The playback for the magazine will be carried out according to the programs in the multi-memory if they are previously set.

TO SELECT A DESIRED DISC (DIRECT DISC SELECT OPERATION)

1. During playback or stop mode, select a disc number with a DISC NUMBER key ⑩.

- With this operation, playback will begin from the first track on the specified disc.

NOTE:

- *Playback cannot begin from the disc number of a magazine tray which does not contain a disc.*

Operation example

- During stop mode, to playback the second disc.

  DISC 2

TO SELECT A DESIRED TRACK (DIRECT TRACK SELECT OPERATION)

Playback starts from the selected track and continues to the last track.

1. During playback or stop mode select a track number with TRACK NUMBER keys ⑮.

Track 1 to 10 can be specified directly with the 1 to 10 number keys.

- When specifying track 11 and beyond, press the +10 key, and then press one of the 1 to 10 keys to specify the second digit. Each time the +10 key is pressed, the number will increase by a factor of 10. (For 0, use the 10 key.)
- To specify track 20 and beyond, press the ≧20 key and one of the 1 to 10 keys for the first digit (for 10, 20, 30, etc) and for the second digit. (For 0, use the 10 key.) When specifying a track with the 1 to 10 keys during playback, the selected track will be searched for immediately. However, the track number must be selected within 4 seconds after the +10 key and ≧20 key is pressed. Otherwise, it will be cancelled.

Operation example

- To play track 3.

  3

- To play track 20.

  +10 +10 10 or ≧20 2 10

- To play track 36.

  ≧20 3 6 or +10 +10 +10 6

NOTE:

- *During STOP mode, playback will begin from the selected track on the first DISC.*
- *These operation are not available in program mode.*
- *Performing these operation during random playback causes randam playback to be cancelled.*
- *When there is no magazine inserted and performed these operation, "disc" will appear in the indicator for about 3 seconds.*
- *Track numbers not on the disc cannot be specified.*

TO STOP PLAYBACK

STOP or EJECT

1. Press the STOP key ⑳ or the EJECT key ⑲.

- When the STOP key ⑳ is pressed, the player enters the stop mode. All operations stop, and the disc returns to the magazine.
- When the EJECT key ⑲ is pressed, the magazine is also ejected.

NOTE:
However, the STOP key does not function during TOC data is being read.

PAUSE OPERATION

Operation example

- To temporarily stop playback

  PAUSE

- To resume playback

  PAUSE or PLAY

1. With the player in the playback mode, press the PAUSE key ㉑.

The PAUSE indicator will light, and the player will pause at the position where it was playing.

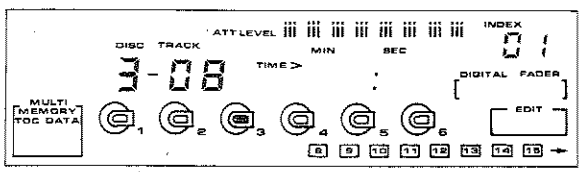
2. To resume playback, press the PAUSE key ㉑ again, or the PLAY key ㉒.

TO LOOK FOR A DESIRED TRACK (TRACK SEARCH OPERATIONS)

During normal or programmed play, or during the pause mode, these functions allow you to quickly find the beginning of a desired track. Also, any number of tracks can be skipped during the search process when so desired.

- When the [▶▶|] key ㉓ is pressed once, the playback advances to the beginning of the next track. When pressed continuously, playback is advanced to further tracks. (During programmed play, playback advances to the beginning of the next programmed step.)
  (During delete play, skips any track that has not been set to delete and goes forward to the next track.)
- When the [|◀◀] key ㉓ is pressed once, playback returns to the beginning of the currently playing track; when pressed continuously, playback returns to earlier tracks on the disc. (During programmed playback, playback returns to the previous programmed step.)
  (During delete play, skips any track that has not been set to delete and goes back to the previous track.)

The disc number and track number of the track currently being searched for will be displayed on the indicator; watch this indicator while searching for the desired track.

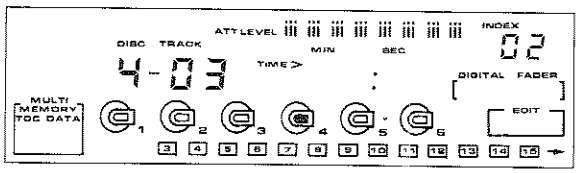


HOW TO FIND TRACK INDEXES (INDEX SEARCH OPERATION)

During playback mode or pause mode, these operations allow divisions between items of music and tunes in a track (indexes) to be searched for.

- When the [—] key ⑦ is pressed once, the player will advance to the next index number. Holding down the key will keep advancing the player to the following index numbers.
- When the [—] key ⑦ is pressed once, the player will return to the start of the currently-playing index. Holding down the key will continue returning the player to the previous index numbers.

For confirmation, the indicator will display the index number being searched.



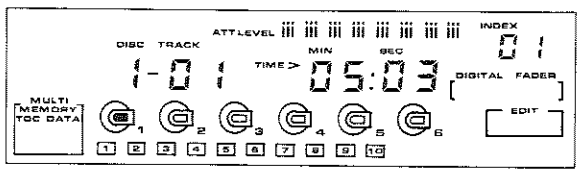
NOTE:
- *When the specified index number does not exist, the player will search for index 1.*

FAST FORWARD AND REVERSE (MANUAL SEARCH OPERATIONS)

During playback or pause, the desired part can be searched for by fast forwarding or fast reversing the disc.
This is done while listening to the disc with the speakers or headphones (only during playback mode). When the key is released, the player will return to the original mode (playback or pause).
During pause, search operation is faster. However, no sound will be output.

- When the [▶▶] key ⑨ is pressed, the player will advance quickly through the disc. If the end of the disc is reached, the player will enter the pause mode. (The word end 'End' will be displayed by the indicator.)
  When the [◀◀] key ⑨ is pressed, the pause mode will cancelled.
- When the [◀◀] key ⑨ is pressed, the player will quickly reverse through the disc. If the beginning of the disc is reached, the player will enter the playback mode.

During the search operation, the elapsed time will be displayed on the indicator; watch the indicator while searching for the desired part.



NOTE:
During programmed playback, fast forward and reverse operations will be effective only for the currently-playing track.
Also, when using the [▶▶] key ⑨, the player will enter the pause mode right before it goes to the next program step.
When using the [◀◀] key ⑨, the player will enter the playback mode right before it goes to the previous program step.

NUMBER OPERATION

Displaying the playing time of a track (Single-track time display)

1. Press the PGM key with the player in the stop mode to set the program mode.
2. Input the disc number with the DISC NUMBER keys.
3. Press the [▶▶|] key to display the playing time of each track, starting with track 1. The [|◀◀] key will show the track playing time in reverse order.

NOTE:

- *Nothing appears on the display beyond track 20.*
- *This operation can be performed in the delete mode.*

OPERATIONS FOR REPEAT PLAYBACK

Single track repeat mode:

- The currently playing track will repeat. (Single track repeat)

All discs repeat mode:

- During normal playback, all tracks on all discs in the magazine will be played back repeatedly (all discs repeat).
- During programmed playback, the tracks programmed will be played back repeatedly in the order programmed (programmed repeat).
- During delete play, repeats the tracks of all discs that have not been set to delete (delete play repeat).
- In the case of random play mode, after all the tracks have been played, random play will start again.

1. With the player in the playback or stop mode, press the REPEAT key ⑰.

When pressed once it will enter the single track repeat mode. The [1-REPEAT] indicator will light. If the key is pressed again, all tracks on all discs in the MAGAZINE will be repeated. The [REPEAT] indicator will light.

2. After the single track or all the discs are played, repeat playback will begin.

Playback will be repeated until repeat playback is cancelled.

Single track repeat: [REPEAT] → [PLAY] or
[PLAY] → [REPEAT]
All discs repeat : [REPEAT] → [REPEAT] → [PLAY] or
[PLAY] → [REPEAT] → [REPEAT]

■ TO CANCEL THE REPEAT MODE

- Press the REPEAT key ⑰ until the REPEAT indicator goes off. The player will revert to the normal (or programmed) playback mode.
- Press the STOP key ⑳ or EJECT key ⑲. Playback will stop and the repeat mode will be cancelled simultaneously.

[REPEAT] or [STOP] or [EJECT]

SPECIFY THE UNDESIRED TRACKS AND PLAY THE DESIRED TRACKS (DELETE PLAYBACK)

- After specifying the undesired tracks and/or discs, the rest of the tracks and discs set in the magazine are played (Delete play).
  After all the remaining tracks are played, the player will enter the stop mode.
- Disc numbers from 1 to 6 and track numbers from 1 to 99 can be selected.

Use the DISC NUMBER keys ⑩ to select the disc number and use the TRACK NUMBER keys ⑮ to select the track numbers.

1. In stop mode, press the DELETE key ⑭.

Delete mode is set and the DELETE indicator lights.

2. Press the DISC NUMBER keys ⑩ to select disc numbers and the TRACK NUMBER keys ⑮ to select track numbers.

- Specifying only the disc number sets all tracks of the disc to delete play.

NOTE:

- *Delete playback entry is not available in program mode.*
- *When the DELETE key ⑭ is pressed, the stored program is cleared.*
- *Delete settings can be stored in multi-memory. (refer to page 25.)*

■ START OF DELETE PLAYBACK

Press the PLAY key ㉒.

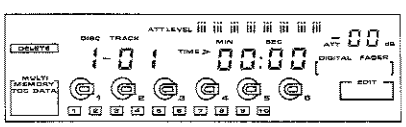
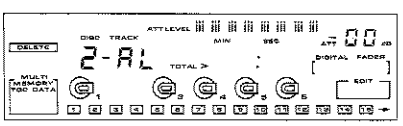
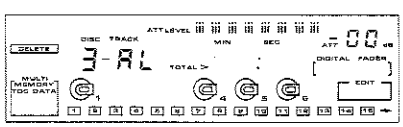
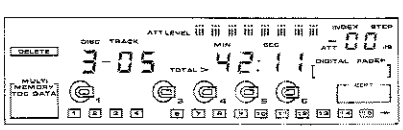
All tracks other than the specified disc numbers and track numbers are played sequentially.

NOTE:
During delete playback, use the DISC NUMBER keys and TRACK NUMBER keys to pick up the desired track which have not been deleted to start its playback.

Operation example

All tracks of disc 2 and track 5 of disc 3 are specified as undesirable, and the rest of the tracks are to be played.

- Delete specification

Key operation	Disc and track display
(In stop mode)	
[DELETE]	
DISC NO. [2]	
DISC NO. [3]	
TRACK NO. [5]	

- Total time shows the total playback time of the tracks of each disc which are not deleted.

■ To cancell delete playback and clear delete.

STOP or EJECT or CLEAR or DELETE

- When the STOP key ⑳ is pressed, playback will stop. However, the delete specifications will not be cleared. If the STOP key ⑳ is pressed during stop mode, the delete specifications will be cleared.
- Press the EJECT key ⑲. The magazine will eject and the delete specifications will be cleared.
- Press the CLEAR key ⑬. Only the delete specifications will be cleared. During playback, the player will return to normal playback.
- Press the DELETE key ⑭.

TO PLAYBACK TRACKS IN A DESIRED ORDER (PROGRAMMED PLAYBACK)

- With this function, you can play back the tracks on the discs in the magazine in any order desired.
- By specifying disc numbers from 1 to 6, and track numbers from 1 to 99, you can select up to 40 steps for playback in any order you like.
- Programs can be stored in multi-memory (refer to page 25)

Memorizing a program

1. During stop mode, press the PGM key ⑪

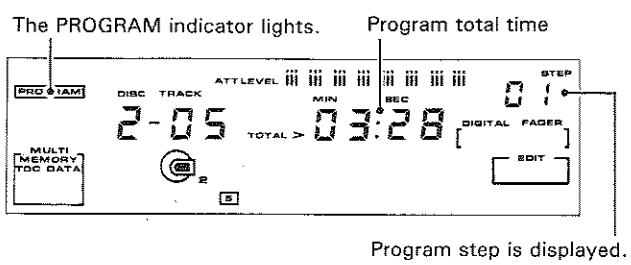
- The player will enter the program mode. Pressing the PGM key ⑪ again will cancel the program mode.

2. Specify a disc with DISC NUMBER keys ⑩ and a track with TRACK NUMBER keys ⑮

- If the disc number only has been specified, all tracks on the disc will be added to the program.
- Repeat operation 2 for each track you want to be memorized, in order in which you want the tracks to be played. The player can memorize up to 40 steps.

Each time you program a step, the indicator will display the program step and the programmed disc number and track number.

The figure below shows the display when track 5 on disc 2 is programmed as step 1.



NOTE:

- *If tracks are entered during programmed playback, they will be added to the currently-playing program.*
- *If the memory contains a previous program, the programmed tracks will be newly added to the previous program. To enter a completely new program, clear the previous program first.*
- *Pause can be programmed instead of a track number while playback is stopped. Pressing the PAUSE key ㉑ displays "PA" instead of a track number. In this case, the pause indicator will not light.*

[Example 1]
When recording on both sides of a cassette tape, enter a pause after the last track that can be recorded on the first side. This will allow a pause for changing the cassette side. Recording can then resume on the second side.

[Example 2]
During a tape recording, a pause programmed between tracks will produce a silent recording. A narration, etc., can then be inserted before recording the next track.

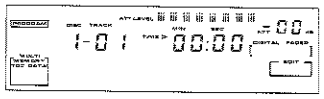
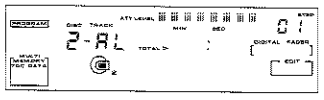
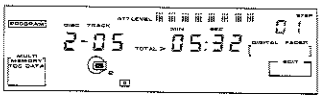
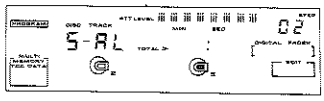
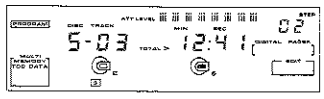
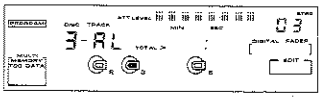
NOTE:

- *A pause cannot be programmed as the first program step (01). Two consecutive pauses also cannot be programmed.*
- *A pause can be programmed for the last program step, however, it will not be effective.*
- *In the following cases, program time or additional program time cannot be displayed.*
  - ** If additional program time is more than 100 minutes.*
  - ** If more than 21 track numbers are programmed.*

Operation examples

To playback track 5 on disc 2, track 3 on disc 5, and all of disc 3 in that order:

- Memorize the program:

Step	Key operations	Indicator display
Program mode	PGM	
01	DISC 2	
	TRACK NO. 5	
02	DISC 5	
	TRACK NO. 3	
03	DISC 3	

- To start play:
  PLAY ——— Start of normal programmed playback.
- To stop programmed playback:
  PGM ——— (Program memory)
- To stop playback:
  STOP ——— Playback stop only.

- Playback stop and program clear

STOP ——— STOP

—— Playback stop and program clear

EJECT ——————— Playback stop and program clear

CLEAR —— The last program step is clear.

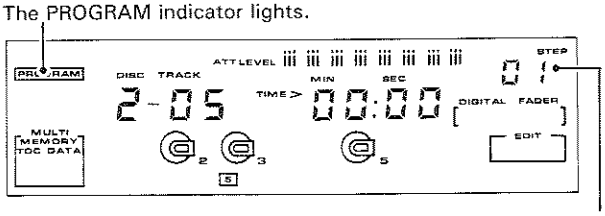
Checking a program

- It is possible to check the program contents while in the program mode.

Each time the CHECK key ⑫ is pressed, the next program step will be displayed in sequence. (When the final program step is reached and the CHECK key ⑫ is pressed, the indicator will display "00". Additional steps can then be entered if desired.)

The indicator displays the program step, programmed disc number, and programmed track number.

The PROGRAM indicator lights.



Program step is displayed.

Revising a program

- It is also possible to revise the program while in the program mode.

The program step currently displayed will be changed.
While checking the program, change the program step with the DISC NUMBER keys ⑩ and TRACK NUMBER keys ⑮.

Program Playback Start

1. Press PLAY key ㉒ to start playing in programmed order.

2. Play ends.

When the last programmed step ends, the player goes to stop mode and displays the first programmed step.
The disc returns to the magazine.

Cancellation of programmed playback and clearing a program

- During programmed playback, pressing the PGM key ⑪ again will turn off the PROGRAM indicator and the programmed playback will be cancelled. However, normal playback will continue. In this case, the program remains in memory. (Program memory)
- To recall a stored program, press the PGM key ⑪ again. The player will enter the program input mode and the stored program will be entered.
- Pressing the EJECT key ⑲ will stop playback. In this case, the stored program will be cleared.
- Pressing the STOP key ⑳ will stop playback. In this case, the stored program will not be cleared. While in stop mode, pressing the STOP key ⑳ again will clear the program.
- When the CLEAR key ⑬ is pressed in program mode, the last program step being entered is cleared. The steps programmed before the currently-playing track are not cleared during program playback.

TO CHANGE TO PROGRAMMED PLAYBACK DURING PLAYBACK (ADD-ON PROGRAM)

Pressing the PGM key ⑪ during normal playback and entering a program will automatically start the program after the currently-playing track ends. Also, if the PLAY key ㉒ is pressed during playback, the program will start immediately.

NOTE:
If memory already contains a program, the newly-entered program will be added to it.

RANDOM PLAYBACK

- Tracks from the discs set in the magazine are played at random (random play). After all the tracks on all the discs are played, the player will enter the stop mode.

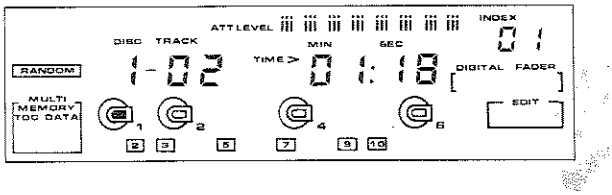
■ When tracks or discs have been programmed.

The programmed tracks and discs are played back at random. After the playback ends, the player will enter the stop mode. (Program random play)

■ When delete play has been set

Tracks other than the specified disc numbers and track numbers are played at random.
After the play ends, the player will enter the stop mode. (Delete random play)

RANDOM PLAY



1. Press the RANDOM PLAY key ⑧.

Random playback will begin.
(The RANDOM indicator will light)

2. Pressing the RANDOM PLAY key ⑧ once more will have the player select track at random for playback.

To cancel random play operation

STOP or EJECT

- Press the STOP key ⑳ or the EJECT key ⑲. Playback will stop and random play operation will be cancelled simultaneously.
- Performing disc and track select operation for playback will also cancel random playback.
- Delete Random Play operation can also be cancelled with the CLEAR key ⑬ or the DELETE key ⑭.

FADE-IN AND FADE-OUT AT THE DESIRED POINT (DIGITAL FADE-IN AND FADE-OUT)

Fade-out operation

1. Press the AUTO FADER OUT key ⑤ during playback, delete playback, programmed playback, or random playback.

Fade-out will begin. After fade-out ends, the player will enter the pause mode.

Fade-in operation

1. Press the AUTO FADER IN key ⑤ during playback pause.

The pause will be cancelled and playback will begin with fade-in sound.

This can also be done during a pause of delete playback, programmed playback and random playback.

NOTE:

- *If a search operation (disc, track, manual search) is done during a fade-in or fade-out operation, the fade-in or fade-out operation will be cancelled and the player will enter playback mode.*
  Also, when playback or programmed playback ends, fade-in and fade-out will be cancelled.
- *If the PAUSE key ㉑ is pressed during fade-in or fade-out operation, the player will enter pause mode. Pressing the PAUSE key ㉑ again, will resume the fade-in or fade-out.*
- *Fade-in and fade-out will not function during playback in time fade editing mode.*

SETTING THE LENGTH OF FADE-IN AND FADE-OUT (VARIABLE FADE)

The fade-in and fade-out length can be individually set between 0 to 9 seconds for time fade editing playback or when using the digital fader.

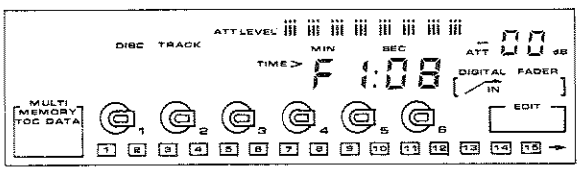
After the fade length is set, all fade-in and fade-out operations will operate at that set length.

1. During stop mode, press the AUTO FADER IN or AUTO FADER OUT key ⑤.

2. Use the TRACK NUMBER keys ⑮ to specify the length (0 to 9 seconds).

The "10" key can be used to input "0".

- When the fade-in length is specified: FI displays.
- When the fade-out length is specified: FO displays.



IN will light.

(The fade-in operation time is set to 8 seconds.)

NOTE:

- *5-seconds of fade-in and fade-out time is originally preset in the unit. However once reset is done, the reset time will remain after turning the power OFF or ejecting the magazine.*

ENDING PLAYBACK WITH A FADE-OUT AT THE DESIRED TIME (TIME FADE EDITING)

When the desired time period is specified, playback will be done only during that time and end automatically with a fade-out. The player will then enter the pause mode. This feature is convenient for dubbing without leaving any blank tape.

For playback during a specified time period starting with track 1 on disc 1

1. In stop mode, press the TIME FADE EDIT key ㉖.

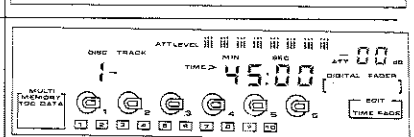
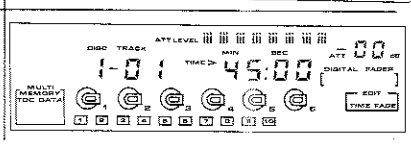
2. Specify the time period (in minutes) with the TRACK NUMBER keys ⑮.

3. Press the PLAY key ㉒.

When a time period is specified, playback will begin with track 1 of disc 1 and end with a fade-out when the specified time elapses. The player will then enter the pause mode.

Operation example

In this example, disc 1 is a compact disc with 10 tracks totalling 37 min. and 27 sec.; disc 2 is a compact disc with 12 tracks totalling 52 min. and 36 sec. When making a recording onto a C90 cassette tape (45 min. of recording time on each side), playback will begin with track 1 and end 45 minutes later with a fade-out.

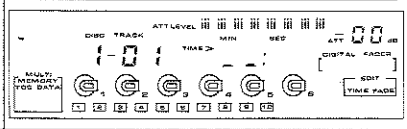
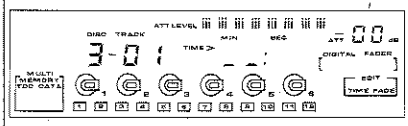
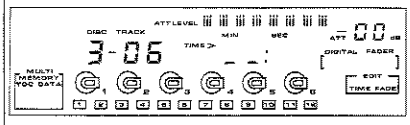
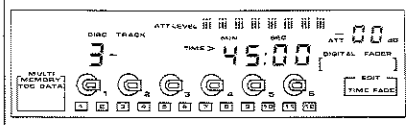
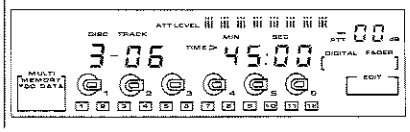
Key operations	Indicator display
TIME FADE EDIT	
4 5	
After 0.8 seconds.	

To have playback start with the desired track and continue for a specified time period

1. **During stop mode, press the TIME FADE EDIT key ㉖.**
2. **Specify the disc number with the DISC NUMBER keys ⑩ and the track number with the TRACK SEARCH keys ㉓.**
3. **Use the TRACK NUMBER keys ⑮ to specify the time period (in minutes).**

Operation example

For this program, playback will begin with track 6 on disc 3, continue for 45 minutes, and end with a fade-out.

Key operations	Indicator display
TIME FADE EDIT	
DISC 3	
Press ▶▶| 5 times	
4 5	
After 0.8 seconds.	

Random play during a specified time period

Specify the time period with time fade editing and press the RANDOM PLAY key ⑧. Random play will then start and continue for the specified time period. In the end, playback will fade-out and the player will enter the pause mode.
If there are delete specifications, delete random play will start and later end with a fade-out.

Programmed playback during a specified time period

When a program has been entered for programmed playback, playback will proceed in the programmed track order during the specified time period, and ends with a fade-out.

1. **Press the TIME FADE EDIT key ㉖ while program play is stopped.**
2. **The steps following are the same as steps 2 and 3 in "For playback during a specified time period starting with track 1 on disc 1."**

When playing only for a specified time during delete play and delete random play.

When delete play has been specified, the tracks that have not been set to delete will be played in sequence for the specified time, then fade out and pause.

Time fade editing mode cancellation

- Before specifying the time period, press the TIME FADE EDIT key ㉖ or the STOP key ⑳. Press the CLEAR key ⑬ after the time period has been specified.
- For program time fade editing or delete time fade editing, pressing the CLEAR key ⑬ will cancel the time fade editing. If the CLEAR key ⑬ is pressed again, program playback or delete play will be cancelled.
- When a program and time fade editing have been entered, pressing the STOP key ⑳ during stop mode will clear both. Also, if delete and time fade editing have been entered, pressing the STOP key ⑳ during stop mode will clear both.

NOTE:

- *During playback or pause, the TIME FADE EDIT key ㉖ will not function.*
- *If manual search is done during playback in time fade editing mode and goes beyond the fade-out starting point, fade-out will begin.*
- *If random play, track search, disc selection, or track selection is done during time fade editing play, time fade editing will be cleared.*

PROGRAMMING TRACKS WHICH CAN BE PLAYED BACK WITHIN A DESIRED TIME (AUTO PROGRAM EDITING)

When the desired playing time is specified, playback will begin from track 1 on disc 1 and continue until the end of the specified playing time. This is convenient for tape recordings.

To program playback from track 1 on disc 1.

1. **During stop mode, press the AUTO PROGRAM EDIT key ㉕.**
2. **Use the TRACK NUMBER keys ⑮ to specify the desired playing time (in minutes).**
   Starting from track 1 on disc 1, tracks which can be played during the specified time will be played automatically.

[For additional programming.]

3. **Press the AUTO PROGRAM EDIT key ㉕.**

4. Use the TRACK NUMBER keys ⑮ to specify the desired playing time (in minutes).

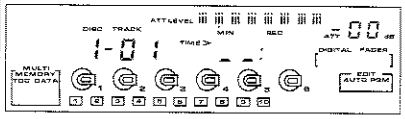
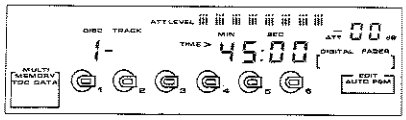
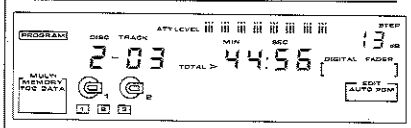
After programming a pause, specify the playing time beginning with the track following the tracks programmed in steps 1 and 2.
The last programmed track and the total playing time will be displayed.

NOTE:

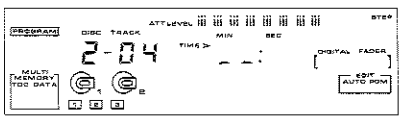
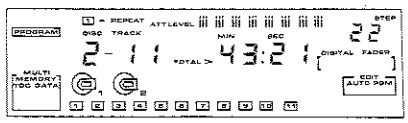
- *40 or more program steps cannot be programmed.*
- *If all the tracks on the disc are programmed, the program will continue, then end after the last track.*
- *For discs containing more than 21 tracks, proper programming may not be possible.*
- *If the specified playing time does not even allow playback of one track, programming will not be possible.*
- *When specifying 9 or less minutes, first press the "10" key, then press the 1 to 9 keys (1 to 9).*

Operation example

A compact disc containing 10 tracks with a playing time of 37 min. and 27 sec. (disc 1) and a disc containing 12 tracks with a playing time of 52 min. and 36 sec. (disc 2) is to be recorded onto a C90 cassette tape (45 min. playing time on each side). First, a playing time of 45 minutes is specified for tracks to be recorded starting with track 1. Then another 45 minutes is specified for recording the remaining tracks.

Key operations	Indicator display
AUTO PROGRAM EDIT	
4 5	
After 0.8 seconds	

Tracks 1 on disc 1 to track 3 of disc 2 are programmed to play for 44 minutes and 56 seconds.

Key operations	Indicator display
AUTO PROGRAM EDIT	
4 5	
After 0.8 seconds.	

Tracks 4 on disc 2 to track 11 on disc 2 are programmed to play for 43 minutes and 21 seconds.

Cancelling the auto program mode

If the playing time has not been specified, press the AUTO PROGRAM EDIT key ㉕ or the STOP key ⑳.
If the playing time has already been specified, press the STOP key ⑳.

Starting the program with a desired track

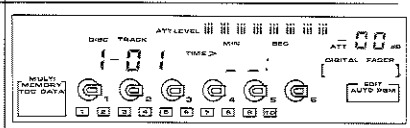
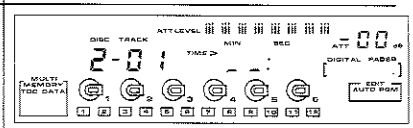
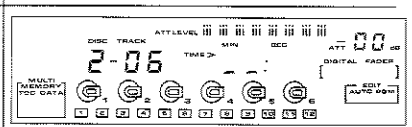
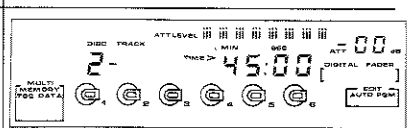
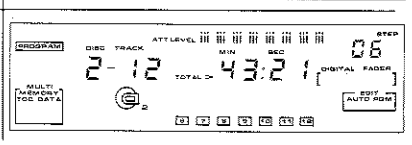
1. During the stop mode, press the AUTO PROGRAM EDIT key ㉕.

2. Specify the disc number with the DISC NUMBER keys ⑩ and the track number with the TRACK SEARCH keys ㉓.

3. Repeat steps 2 to 4 in "To program playback from track 1 on disc 1".

Operation example

Starting with track 6 on disc 2, a playing time of 45 minutes is to be programmed.

Key operations	Indicator display
AUTO PROGRAM EDIT	
DISC 2	
Press ▶▶| 5 times	
4 5	
After 0.8 seconds	

Tracks 6 to 12 on disc 2 are programmed to play for 43 minutes and 21 seconds.

Playback operation

1. Press the PLAY key ㉒.

After the tracks programmed the first time are played, the player will enter pause.

2. Press the PLAY key ㉒ or the PAUSE key ㉑.

The tracks programmed the second time are played. Even after playback ends, the program is still retained in memory.

Operation example

This programs track 1 on disc 1 to track 3 on disc 2 for the first time and track 4 on disc 2 to track 11 on disc 2 for the second time.

- Playback start:

PLAY ..... Pause after playing track 1 on disc 1 to track 3 on disc 2.

PLAY or PAUAE ..... Playback of track 4 on disc 2 to track 11 on disc 2.

Stopping playback, cancelling a program, and program clear

It is the same as for normal programmed playback.

STORING THE PLAYBACK VOLUME LEVEL IN MEMORY FOR EACH DISC (ATT LEVEL MEMORY)

- Set the playback volume of each disc at about the same level. All 6 discs can then be played consecutively at the same volume without adjusting the amplifier volume.
- Program two or three favorite tracks from each disc. Set the playback level to gradually increase as each disc is played in the programmed sequence. With timer playback, the playback level will increase with each disc change. This is convenient as a wake up function.

Level input

1. Select the disc number with the DISC NUMBER keys ⑩.

- Start playback.

2. During playback mode, adjust the level with the LEVEL keys (+, −) ⑯.

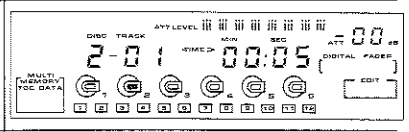
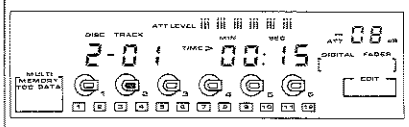
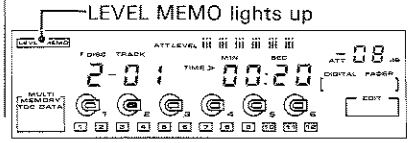
3. Press the PGM key ⑪ within 4 seconds.

4. Repeat steps 1 to 3.

The playback level (0 dB to −25 dB) for each disc can be stored in memory.

Operation example

This sets the level for disc 2 at −8 dB.

Key operations	Indicator display
DISC 2	
LEVEL −	
PGM	LEVEL MEMO lights up 

NOTE:

- *With the playback volume level already stored in memory, if it is readjusted and stored in memory again, the [LEVEL MEMO] indicator will blink once.*
- *If the playback volume level is not already stored in memory, it will be set to 0 dB.*
- *ATT levels can be stored in multi-memory.*

Clearing the playback volume level

1. Select the disc number to be cleared by pressing the DISC NUMBER key ⑩.

2. During playback mode, adjust the volume to 0 dB and press the PGM key ⑪.

NOTE:

Press the EJECT key ⑲. The magazine will eject and the level for all disc will be cleared.

Operation example

- ATT level clear

LEVEL + (during playback mode): Set to 0 dB → PGM

..... The playback volume level of the disc displayed will be cleared.

EJECT

..... The magazine will eject and the playback volume level for all discs will clear.

Playback method

1. Press the PLAY key ㉒ to start playback.

If the playback volume level is stored in memory during playback, level memory playback will start from that point.

MULTI-MEMORY PLAY

1. Insert the magazine with multi-memory

- Call the data of the multi-memory.

2. Press the PLAY key ㉒.

- In the case of multi-memory delete, delete play will be operated.
- In the case of a multi-memory program, programmed play will be operated.
- When multi-memory ATT LEVEL has been set, each disc will be played at the level set.
- For normal play back, press the STOP key ⑳ to cancel the stored malt-memory program playback or delete program. At the time PROGRAM and DELETE indicators go off. You can also newly set the programmed playback or delete program.
  To call back the multi-memory again, take out the magazine from the player and insert it again.

NOTE:

- *If a delete setting or program input have been specified, the data will not be called after magazine insertion.*
- *When the RANDOM PLAY key ⑧ is pressed instead of the PLAY key ㉒, programmed random play or delete random play will be performed and auto program editing.*
- *Time fade editing can be specified with the data called up (see page 21 ~ 23).*

Storage of delete.

When the magazine is inserted, the same track(s) will be deleted every time and only the tracks you want to hear will be played.

1. Insert the magazine where delete is to be stored.

- Wait until all TOC information has been read.

2. Set delete.

- See "Delete playback" (page 18).

3. Press the STORE key ③ while play is stopped.

- "FILE" will be indicated.
- The MULTI MEMORY DELETE indicator lights up.

NOTE:

- *If a multi-memory program has been stored, it will be deleted.*

Storage of programs.

Whenever the magazine is inserted, the same track(s) will be played every time.

1. Insert the magazine where a program is to be stored.

- Wait until all TOC information has been read.

2. Input the program.

- See "Programmed playback" (page 19).

3. Press the STORE key ③ while play is stopped.

- "FILE" will be indicated.
- The MULTI MEMORY PROGRAM indicator lights up.

NOTE:

- *If multi-memory delete has been stored, it will be deleted.*

Storage of ATT LEVEL for each disc.

When the magazine is inserted, the same ATT LEVEL will be played every time for each disc.

1. Insert the magazine where ATT LEVEL is to be stored.

- Wait until all TOC information has been read.

2. Input the level during play.

- See "ATT level memory" (page 24).
- The level can be set for each disc from the 1st to 6th discs.

3. Press the STOP key ⑳.

4. Press the STORE key ③ while play is stopped.

NOTE:

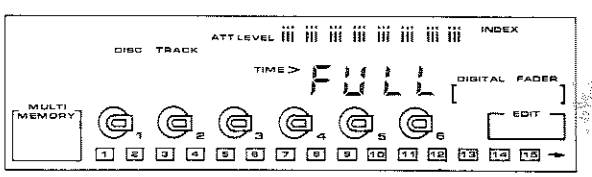
- *Input ATT LEVEL during play and store it while play is stopped.*

When either storing a program or specifying delete and ATT LEVEL for each magazine (multi-memory).

Generally, all stored contents of a program or delete and ATT LEVEL will be deleted when the magazine is removed. In multi-memory, they are not deleted after removing a magazine. A maximum of 20 magazines can be stored for multi-memory.

NOTE:

- *One or more discs were added to the empty place(s) for the 2nd to 5th discs (other changes were not made).*
  ⇨ Follow the "addition of discs" procedure.
- *In multi-memory, either a program or delete can be stored.*
- *Multi-memory does not function for the magazine without a 1st disc or for a single-disc magazine.*
- *When a program, delete and ATT LEVEL have already been stored in memory for 20 magazines, press the STORE key ③. "FULL" will be displayed and multi-memory cannot be used.*



When the STORE key ③ is pressed again, the multi-memory contents of any program etc. in the oldest (unused) magazine will be cleared and the new contents will be stored in memory.

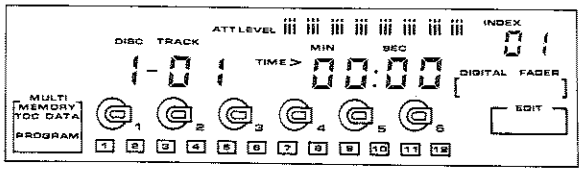
Clear multi-memory.

Clear multi-memory delete or the multi-memory program.

1. Insert the magazine to be cleared.

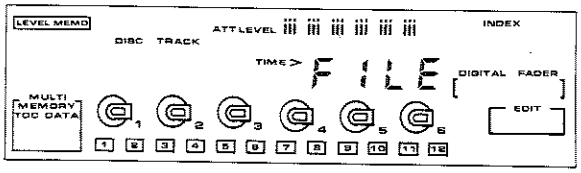
2. After returning to the multi-memory data, press the STOP key ⑳.

- Clear the returned data.
- For delete, the CLEAR key ⑬ can be used instead of the STOP key ⑳.



3. Press the STORE key ③.

- Clear the multi-memory delete or multi-memory program.
- "FILE" will be indicated after approx. 3 seconds.
- After multi-memory is cleared, new delete or program storage can be specified (changing of multi-memory).



NOTE:

- *In the operations above, multi-memory ATT LEVEL will not be cleared.*

Correction of a multi-memory program

1. Insert the magazine to be corrected.

2. After returning to the multi-memory program, press the CHECK key ⑫.

- After checking the program using the CHECK key, make corrections (see page 20 "checking a program").

3. Press the STORE key ③.

- "FILE" will be indicated after approx. 3 seconds.

Clear the multi-memory ATT LEVEL.

1. Insert the magazine to be cleared.

- Return the data of multi-memory.

2. Clear the ATT level.

- See "Clearing the playback volume level" (page 24).
- Each disc can be cleared.

3. Press the STORE key ③.

Clear the multi-memory ATT LEVEL.

NOTE:

- *Clearing cannot be performed while the EJECT key ⑲ is being pressed.*

Addition of discs.

1. Press the STORE key ③ before inserting the magazine.

- "Add" will be indicated.

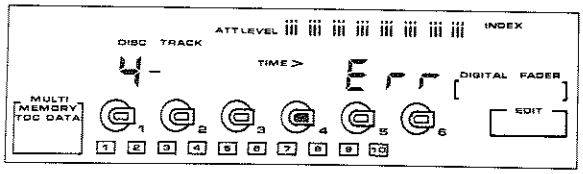
2. Insert the magazine with one or more discs added.

- Store the TOC information for the added disc(s).
- Multi-memory will not be changed.

When replacing or removing a disc of a magazine where multi-memory has been set.

- **When replacing the 1st disc.**
  (The same as replacing or removed the 2nd to 5th discs simultaneously.)
  ⇨ Will be assumed to be a new magazine. The contents preveously stored cannot be recovered.

- **When replacing or removing the 2nd to 5th discs.**
  "Err" is lit when the replaced or removed disc starts playing.
  ⇨ Press the ERASE key ④ and follow the "Rereading of TOC" procedure.



Rereading of TOC.

1. Insert the magazine.

- Return to the TOC information. The TOC information will be displayed in sequence from the 1st disc.

2. Press the ERASE key ④ once all TOC information is displayed.

- "CLr" will be indicated.
- The previous TOC information will be cleared and replaced with a new one.

NOTE:

In a magazine with multi-memory, all multi-memory will be also cleared.

When cancelling TOC information of all magazines

When you wish to newly store TOC from the beginning, take the following procedure to cancel the TOC information of all magazines.

NOTE:

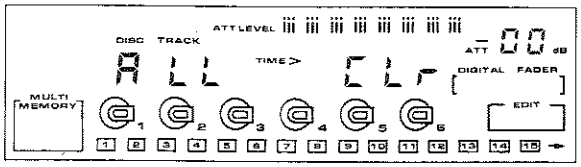
Even if you exceed 20-magazine limit, the TOC for the new magazine will be stored bumping out the early one.

1. Remove the magazine.

2. Switch the power OFF.

3. Switch the power ON while pressing the ERASE key ④.

- Keep pressing the ERASE key until "ALL CLr" is displayed.
- All information such as programs, deletes and ATT levels are cleared.



NOTE:
When the batteries for back-up memory run out, "ALL CLr" is lit after the power is on. The multi-memory function will not work if the batteries run out.
Please ask your near (PIONEER) service center to exchange the batteries.

OPERATION WITH A REMOTE CONTROL UNIT

Remote control unit enables various key function operations from a distance.
Only remote control unit enables the following functions.
- Programming into memories A to D on remote control unit.
- Transmit programs in A to D to player.

Normal Remote Control Operation

Normal remote control operation is possible when all the A to D memory symbols are lit on the remote control unit display. (Key operations on the remote control unit will be transmitted to the player.)
Even if display is off by AUTO OFF function, the remote control unit can be used normally.

PROGRAMMING, TRANSMISSION, START OF PLAYBACK

Entering a program

1. Press PROGRAM keys A to D.
Make sure that selected PROGRAM indicator lights.

2. Select DISC NUMBER keys and TRACK NUMBER keys.

3. Proceed as described in 1 to 2 above to program the other memories, too.
Four memories from A to D (for four magazines) can be used. A total of 64 steps can be stored in memory.

NOTE:
- *Program steps exceeding the remote control unit's total memory of 64 cannot be stored.*
- *Program additions, changes, and clearing that can be done with the player can also be done by the remote control unit.*
- *Although the program input mode has been set by the PROGRAM key, the signal can be sent to the player by the following keys.*
  TRANSMISSION, PLAY, RANDOM PLAY, TRACK (⏮, ⏭), MANUAL (◀◀, ▶▶), FADE (IN, OUT), EJECT and LEVEL (–, +). When using other keys than the above, clear the program input mode. (If a program is being input in PROGRAM B, press B key to clear the program input mode.)
- *If a non-existant song is continuously sent to the player after program input mode by the PROGRAM key.*

Transmission to Player and Start of Playback

The programs stored in the remote control unit is sent to the player's program in single program units. Programmed play can then be done.

4. Press PROGRAM key (A to D) to be transmitted.
Make sure that selected memory indicator lights.

5. Press Transmission key.
During program transmission (the indicator is flashing) the remote control unit should be aimed at the player.

NOTE:
- *If there are obstacles in the way, the distance too great or the angle between the player and the remote control unit is not appropriate, transmission may not be possible.*
- *The program stored in the player will then be cleared, and the player will then enter the stop mode.*
- *During transmission, keys other than the PLAY keys cannot be used.*
- *During TOC reading, transmission may not be received properly. In such instances, re-transmit after TOC reading is completed.*

6. Press PLAY key to start.

Operation examples

The example shows how to program track 3 on disc 2, track 1 on disc 3, a pause and track 15 on disc 1 in program B.
- Programming

Step	Key operations	Indicator display
(Program mode)	PROGRAM [B]	PROGRAM B DISC 0 TRACK 00 STEP
01	DISC NO. [2]	PROGRAM B DISC 2 TRACK AL STEP 01
	TRACK NO. [3]	PROGRAM B DISC 2 TRACK 03 STEP 01
02	DISC NO. [3]	PROGRAM B DISC 3 TRACK AL STEP 02
	TRACK NO. [1]	PROGRAM DISC 3 TRACK 01 STEP 02
03	[PAUSE]	PROGRAM B DISC TRACK PA STEP 03
04	DISC NO. [1]	PROGRAM B DISC 1 TRACK AL STEP 04
	TRACK NO. [+10] [5]	PROGRAM DISC 1 TRACK 15 STEP 04

- Transmission [TRANS]
- Start of programmed play: [PLAY]

ABOUT TIMER START

When a magazine is properly loaded with discs and inserted into the player, playback will begin automatically when the power is turned on.
If an audio timer is used, the player can be made to start playing from a specified time.
Playback will start from the first track of the first disc.
When ATT LEVEL has been set in memory, the player will play at that level.

NOTE:

- *When using an audio timer, leave the POWER switch ⏻ of the player tuned ON.*
- *The timer is activated approximately 5 seconds after the power is turned on.*
- *If you operate the player by pressing any of the function keys before timer start, timer start will not occur.*

■ Programmed play

When a program has been input and the magazine was inserted before turning the power OFF, the mode will be programmed play.

■ Delete Random play

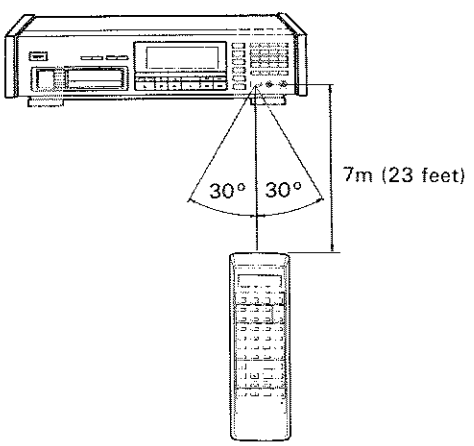
When delete has been set and the magazine was inserted before turning the power OFF, the mode will be delete random playback.

■ Multi-memory play

When a magazine that has been programmed with multi-memory is used and neither a program was input nor a delete setting was made before turning the power OFF, the mode will be multi-memory play.

CAUTIONS REGARDING USE OF REMOTE CONTROL UNIT

If use is made of the supplied remote control unit, the functions explained so far can be operated from a distance. To use the remote control unit, aim it at the remote sensor on the front panel of the player.
The operating range of the remote control unit, is up to about 7 m (23 feet) from, and within angles of 30 degrees left and right of the sensor window on the player.



- Even when the remote control unit is operated within the specified operating range, operation may not be successful if there are obstacles between the unit and the player, or if the unit is not correctly aimed at the player.
- Use of the player near a device which emits infrared rays, or use of another remote control unit which emits infrared rays, may result in misoperation of the player. On the other hand, use of the remote control unit of the player when another device controlled by means of infrared rays is being used, may cause misoperation of that device.
- The life of the batteries used in the remote control unit will vary greatly depending on operating conditions. When they begin to run down, the remote control unit indicators will go black, the operating range will be reduced and the memory in the remote control unit may be cancelled.

TROUBLESHOOTING

Incorrect operations are often mistaken for trouble and malfunctions. If you think that there is something wrong with this component, check the points below. Sometimes the trouble may lie in another component. Investigate the other components and electrical appliances being used.
If the trouble cannot be rectified even after exercising the checks listed below, ask your nearest PIONEER authorized service center or your dealer to carry out repair work.

Symptom	Cause	Remedy
Magazine does not come out when EJECT key ⑲ is pressed.	• Power plug is diconnected from outlet. • POWER switch ① is OFF.	• Connect plug to amplifier or wall outlet. • Press POWER switch ① ON.
When playback is started, it stops immediately. Pauses or stops during playback.	• Disc is loaded upside down. • Smudge on the disc, etc.	• Load the disc correctly with the label side DOWN. • Press the PLAY ㉒ or PAUSE key ㉑. • Clean the smudges from the disc and then play it again.
No sound	• Output cords are connected incorrectly or loosely. • Incorrect operation of stereo amplifier. • Pin plugs and/or amplifier terminals are dirty. • Player is in pause mode.	• Connect properly. • Check the settings of amplifier switches and sound volume controls. • Clean away dirt. • Press the PLAY key ㉒
Sound is distorted, noise is output.	• Incorrect connections. • Pin plugs and/or amplifier terminals are dirty. • Interference is being picked up from a TV set.	• Connect to amplifier's AUX or CD terminals. Do not connect to PHONO terminals. • Clean away dirt. • Switch OFF TV set, or move player away from TV set.
With certain discs, loud noise is produced, or play stops.	• Disc has bad scratch or warp. • Disc is extremely dirty.	• Replace the disc. • Clean disc.
Remote control will not function.	• Dead batteries. • A program is being entered in the remote control unit memory. • Too far from player or wrong angle. • Obstruction between player and remote control unit.	• Replace batteries. • Press the same memory key. • The distance between remote control unit and player should be no more than about 7 meters. The operational angle against the front panel is within 30° from right or left end of player. • Relocate remote control unit or remove obstruction.
Program cannot be transmitted from the remote control unit.	• The batteries have run down. • The distance between the remote control unit and the player is too great or the angle not appropriate. • Obstacles between the player and the remote control unit. • There are no programs.	See "Remote control will not function" above. • Enter program.
Even if you press the STOP key the TOC read operation will not stop.	• Reading the TOC for the multi-memory.	• Wait until TOC reading is completed. • To playback immediately, press the PLAY key, or the DISC NUMBER key along with the TRACK NUMBER key. • Press the EJECT key to remove the disc.

SPECIFICATIONS

1. General

Type . . . . . Compact disc digital audio system
Power requirements
European models . . . . . AC 220 V, 50/60 Hz
U.K., Australian models . . . . . AC 240 V, 50/60 Hz
U.S., Canadian models . . . . . AC 120 V, 60 Hz
Other models . . . . . AC 110/120 - 127/240 V (switchable) 50/60 Hz
Power consumption
U.S., Canadian models . . . . . 17 W
Other models . . . . . 17 W
Operating temperature . . . . . +5°C – +35°C +41°F – +95°F
Weight . . . . . 6.3 kg (13 lb, 14 oz)
External dimensions . . . . . 456(W) x 332 (D) x 110 (H) mm 17-31/32 (W) x 13-3/32 (D) x 4-11/32 (H) in

2. Audio section

Frequency response . . . . . 2 Hz – 20 kHz (± 0.3 dB)
SN ratio . . . . . more than 111 dB (EIAJ)
Dynamic range . . . . . more than 98 dB (EIAJ)
Channel seperation . . . . . more than 106 dB (EIAJ)
Harmonic distortion . . . . . less than 0.0020% (EIAJ)
Output voltage . . . . . 2.0 V
Wow and flutter . . . . . less than ±0.001% (W.PEAK) (below measurable level) (EIAJ)
Channels . . . . . 2-channel (stereo)

3. Output terminal

Audio line output
Headphone jack (with volume control)
Control input/output terminals
Digital output terminal (Optical and coaxial)

4. Functions

Number of discs to be strored - maximum 6.

Basic operation keys
- PLAY, PAUSE, STOP

Search function
- Disc selection
- Track selection
- Manual search
- Track search
- Index search

Programming
- Maximum 40 steps (Remote control unit has 32 steps.)
- Pause
- Program check/Correction
- Program clear (single track or all tracks)
- Delete play

Repeat functions
- 1 track repeat
- All discs repeat
- Program repeat
- Random play repeat
- Delete play repeat
- Delete random play repeat
- Program random play repeat

Random play
- Random play (repeat also available)
- Delete random play (repeat also available)
- Program random play (repeat also available)

Switching display
- Time consumed, remaining time, and total time

Timer start

Digital Level Controller

ATT level memory

One-touch fade

Time fade editing

Auto program editing

Multi-memory play

Remote control unit for program transmission
- Enables program transmission from remote control unit to player.
- LCD display
- Transmission indicator

5. Display

- Play indicator
- Pause indicator

FL tube display
- Passing time display (min, sec)
- Remaining time display
- Total time display
- Disc number, track number
- Program step number
- Program indicator
- Repeat indicator
- Random play indicator
- ATT level display
- Time fade editing indicator
- Auto program editing indicator
- Delete indicator
- Disc mark
- Mult-memory indicator
- 15 music calender

6. Accessoires

- Remote control unit 1
- Size AAA/RO3/dry cell batteries 2
- 6-compact disc magazine 1
- Single compact disc magazine 1
- Output cable 1
- Control cord 1
- Operating instructions 1

NOTE:
Specifications and design subject to possible modification without notice, due to improvements.

The Magazine Type Multi-Play CD Players with mark and the Magazines with the same mark are compatible for 5-inch (12cm) discs.